



Allison Sports Town Adult Kickball Rulebook

Purpose and Sportsmanship

The Allison Sports Town Adult Coed Kickball League is designed for recreational enjoyment, where fun, fair play, and respect are paramount. The league encourages participants to relive a classic game with friends in a friendly, adult environment. Foul language, aggressive behavior, and excessive disputes are strictly prohibited. Players are expected to treat others with respect and prioritize sportsmanship at all times.

Team Composition and Player Eligibility

- **Roster Size:** Teams may consist of a minimum of 8 and a maximum of 15 players.
- **Coed Requirement:** Teams must field a minimum of 3 females and 3 males to avoid forfeits.
- **Minimum Players to Start:** A game may begin with a minimum of 8 players (at least 3 females and at least 3 males). A team with fewer than 8 players will forfeit.
- **Uniforms:** Matching team shirts or jerseys are encouraged; however, inappropriate language or graphics on uniforms is prohibited.
- **Player Eligibility:** All players must be at least 18 years old and listed on the team roster. Players may not play on multiple teams within the league.

Game Setup and Duration

- **Innings and Time Limit:** Each game consists of 7 innings or a 45-minute time limit, whichever comes first. No new inning may start after 45 minutes.
- **Mercy Rule:** If a team is ahead by 20 runs at the end of the 4th inning, 15 runs at the end of the 5th inning, or 10 runs at the end of the 6th inning, the game will end.
- **Forfeits and Grace Period:** A 10-minute grace period is allowed from the scheduled start time. If a team cannot field the minimum 8 players by then, it will result in a forfeit.

Playing Field Specifications

- The field follows a standard softball layout:
 - **Base Paths:** 35 feet apart.
 - **Pitching Mound:** Located in the center, 17.5 feet from home plate.
 - **Strike Zone:** Extends 1 foot on either side of home plate.

- **Caught Deflection Rule:**
 - If a kicked ball deflects off the wall and is subsequently caught by a fielder before it hits the ground, the kicker is out.
- **Home Run Rule:**
 - A home run will be awarded if a kicked ball:
 - Hits the lower net **above** the back wall.
 - Clears the back wall and hits the lower net area directly behind it.
 - If the kicked ball hits **any part of the upper net**, it will be considered an automatic out, regardless of whether it bounces off the rafters.
- **Ground Rule Double:**
 - A kicked ball that hits the lower net surrounding the turf field in either left or right field and lands in fair territory will be ruled a ground rule double.

Equipment

- **Footwear:** Only athletic shoes/rubber soled cleats are allowed. Metal cleats and bare feet are prohibited.
- **Game Ball:** The official league kickball, provided by the league, is a standard playground ball.

Pitching and Catching Rules

- **Pitch Delivery:** Pitchers must pitch underhand and stay behind the pitching strip until the ball is kicked. Excessive speed is not permitted.
- **Pitch Height:** A pitch that bounces higher than 1 foot is considered a ball.
- **Catcher Positioning:** The catcher must stay behind the kicker and avoid interference with the kicker's attempt.

Kicking Rules

- **Kicking Location:** All kicks must be made by foot or leg below the knee and must occur behind home plate.
- **Bunting:** Bunting is not allowed.
- **Coed Kicking Order:** The lineup must alternate by gender. No more than three males or females may kick consecutively. A team failing to alternate properly will take an automatic out.

Base Running Rules

- **Baseline Rules:** Runners must stay within baselines, and fielders must avoid blocking baselines unless actively making a play.
- **No Leading Off or Stealing:** Runners can only leave the base once the ball is kicked. Early departure results in an out.
- **Tagging and Overthrows:**
 - **Tagging Up:** Runners must tag their base after a caught fly ball before advancing.
 - **Overthrows:** An overthrow out of play allows runners to advance one additional base.

Strikes, Balls, and Outs

- **Strikes:** A count of three strikes constitutes an out. A strike includes:
 - A missed kick or a foul.
 - A kick made outside of the kicker's box or in front of home plate.
- **Balls:** Four balls result in the kicker advancing to first base.
- **Outs:** A count of three outs completes a team's half of the inning. Outs include:
 - A player touched by the ball while not on base.
 - A kicked ball was caught in the air by a defensive player.
 - A base left early before the ball is kicked.

Fouls

A foul is defined as:

- A kick landing out of bounds.
- A kick that does not cross the 1st-3rd baseline or goes out of bounds on its own.
- Bunting, unless otherwise allowed.

Substitutions and Injuries

- **Substitution Rules:** Injured players may be replaced by a same-gender substitute. Substituted players may not re-enter the game.

- **Injury Exception:** If a team's only female player is injured, the lineup continues with an automatic out for the missing player's turn.

Standings and Awards

- **Scorecards:** Each team must submit their scorecards for official records.
- **Standings and Playoffs:** Standings are updated weekly.

Inclement Weather and Game Cancellations

- **Weather Hotline:** In cases of inclement weather, please call 417-530-1600 for updates on game cancellations.