

# KICK BALL RULEBOOK

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## MISSION STATEMENT

Recreation Services enhances the quality of life for people of all ages and abilities by implementing diverse and inclusive programs, facilities and services.

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This rulebook is a guide to procedures, rules and responsibilities for playing and officiating for the City of Colorado Springs Parks, Recreation & Cultural Services (PR&CS) – Kickball Program. All programs offered by Recreation Services are strictly for recreational purposes and intended for the enjoyment of the sport with fellow participants. Safety, fair play and sportsmanship are our primary concerns.

This rulebook is a guide to procedures, rules and responsibilities for playing and officiating for the Adult Kickball Program. The guidelines are implemented and enforced to ensure the most uniform and complete kickball program possible.

We recommended that you read this rulebook and address your concerns and questions before the kickball season begins.

## THE PROGRAM

### PROGRAM GOAL

The goals and objectives of this program are to foster, develop, promote and regulate amateur adult sports in Colorado Springs. Safety, fair play and good sportsmanship are our primary concerns. Rules governing sports leagues are necessary to establish a recreational activity that is safe, fair and enjoyed by all.

### WARNING STATEMENT TO PARTICIPANTS, TEAMS & SPECTATORS:

Although participation in supervised athletics and activities is generally considered safe, and serious injuries are not common, it is impossible to eliminate every risk. To help reduce accidents and injuries, players must obey safety rules, report all physical problems to their coaches, follow a proper conditioning program and inspect their own equipment. By registering for this program, you acknowledge that you have read and understand this warning. Those who do not wish to accept the risk should not register or participate.

### SAFETY

For the protection and safety of all participants, the removal of all dangerous jewelry is responsibility of player and team representative. You will be asked to remove all jewelry that officials believe may be dangerous to you or other participants. Jewelry that cannot be removed (*rings, religious jewelry and medical identification*) must be completely covered with tape.

**NOTE:** Each team and/or its players must provide first-aid equipment, including tape and padding. Team representatives are responsible for ensuring that their players are properly equipped, that jewelry is removed or covered with tape and the team is ready to play.

**NOTE:** Gauges, enlarged piercings, must be taped shut. Officials and Site Staff hold this discretion.

### INSURANCE/INJURIES

The City of Colorado Springs carries no insurance on players, coaches or game officials. Participants are responsible for all charges resulting from medical emergencies.

In the event of an injury on the field, the site supervisor will assist by calling medical help upon request of the team representative. Players or team representatives are required to inform the site supervisor of all injuries and complete an accident report form (provided by the site supervisor), even if the injury does not require medical attention.

**NOTE:** All injuries must be reported within 24 hours.

The City does not supply first aid materials; teams are responsible for providing first aid equipment (*tape, bandages, ice, etc.*) and transportation to medical facilities. Team representatives should keep a list of insurance information and contact phone numbers for team members in case of an emergency.

## INFORMATION RELEASE POLICY

Per City policy, the Sports Office will not release the names, numbers or addresses of participants. Individuals can be assured their personal information will be used strictly for administrative purposes and will not be released to outside sources.

## LIGHTNING SAFETY TIPS

Your safety is our highest priority. Lightning is dangerous because it is random and unpredictable. Safety precautions and an evacuation plan should be made in advance. Be prepared to act quickly. Please read, learn and teach others the following lightning safety tips.

When you first hear thunder, begin to plan your lightning defense. Can you get to a car or building quickly? Can you get 100 yards away from all metal objects? Lightning often precedes rain, so don't wait for the rain to start before suspending activities. Typically, the distance from Strike A to Strike B to Strike C can be .5 to 2.5 miles. You must clear the area if lightning is within six (6) miles of your location. Flash to bang at 30 seconds = 6 miles. Activities should remain suspended for 20-30 minutes after the last thunder is heard.

**IF OUTDOORS...**Avoid water. Avoid all metal objects including electric wires, fences, golf clubs, machinery, motors, power tools, etc. Unsafe places include golf carts, tents, open-sided rain shelters, small boats, or underneath isolated trees. Avoid high ground and open spaces. When possible, find shelter in a building or in a fully enclosed metal vehicle with the windows completely shut. If lightning strikes nearby, you should:

- a. Avoid direct contact with other people.
- b. Remove all metal objects from your person.
- c. Crouch down, with feet together and hands on knees.

**IF INDOORS...**Avoid water. Stay away from open doors and windows. Hang up the telephone and take off headsets; lightning can strike electric and phone lines and induce shocks. Turn off and stay away from appliances, computers, power tools, TV sets, etc. Remain inside until the storm has passed.

If lightning strikes a person, immediately administer first aid procedures, if you are qualified to do so. An injured person does not carry an electrical charge and can be handled safely. Call **911** immediately.

## PROTESTS

Protests are not accepted within the structure of the PR&CS sports programs. We believe protests are counter-productive.

Although protests are not allowed, written comments about rules, umpires, player eligibility, ejections from a game, or specific situations are encouraged. These comments will be reviewed and evaluated to help improve the program and may have an impact on future programming. Player eligibility must be challenged during the game.

The Sports Office will accept only written statements within 24 hours or the next business day after the game. Written statements may be mailed, hand delivered or e-mailed to the:

Sports Office                                       **OR**                                       **sportsfdesk@springsgov.com**  
1315 East Pikes Peak Avenue  
Colorado Springs, CO 80909

## SPORTS OFFICE LOCATION

City of Colorado Springs | Parks, Recreation & Cultural Services | Recreation Services  
Sports Office  
1315 East Pikes Peak Avenue  
Colorado Springs, CO 80909  
Phone: (719) 385-5981, select 0 | Fax: (719) 385-6013 | Web site: [www.coloradosprings.gov/adult-sports](http://www.coloradosprings.gov/adult-sports)

## ADMINISTRATIVE RULES

### UNIFORMS

**Numbers are encouraged on the front and/or back of ALL jerseys.**

- Legal numbers range from 00-99.
- The color of the numbers must contrast in color from the dominant color of the jersey.
- Numbers on the back of the jersey must be at least six inches in size.
- Numbers on the front of the jersey must be a minimum of four inches to maximum of six inches high.
- Numbers **MUST** be permanently affixed. Taped numbers are **NOT** allowed.

### BLOOD ON THE UNIFORMS

Team representatives and umpires are required to remove a player from the game when blood is evident and flowing. The player will not be allowed to return to the game until the blood flow has stopped and visible blood has been cleaned up. Clothing and apparel that was contaminated must be replaced or removed before the player can return to the game.

Umpires will allow a reasonable amount of time for these requests to be completed. If a player(s) is unable to meet these requirements, the player(s) must be removed from the game. **Note:** *Kickball teams may continue the game with two players.*

## SHOES

**No steel or plastic screw-on style cleats are allowed in kickball.** Shoes (not sandals) must be worn to participate. No hard toe shoes or shoes that would give an unfair advantage are allowed.

## ROSTERS

Team rosters are due when you register, or by the conclusion of league registration. Each team roster is limited to a maximum of 15 players. Full names and phone numbers of each player are required; addresses with zip codes and email addresses are appreciated. As the point of contact for the team, team representatives are REQUIRED to provide full names, addresses with zip codes, phone numbers (home/work/cell) and e-mail addresses.

**PENALTY: Teams that do not submit team rosters prior to the beginning of the season will forfeit games until the roster is submitted.**

## ROSTER ADDITIONS

Once the roster has been submitted to the Sports Office, all changes must be completed through the roster change form available at the Sports Office. Teams may mail or deliver their roster additions to the Sports Office. Each player added to the roster will be charged a \$5.00 fee.

## ROSTER CHALLENGES

Any team may request a **roster challenge** of another team based on **FACT, SUSPICION or BELIEF** that another team is utilizing ILLEGAL PLAYERS. In the event of a challenge, all players from both teams must present a picture ID to the scorekeeper, umpires, and site supervisor. Roster challenges must be made during the game. A non-refundable fee of **\$20** will be required to submit a roster challenge, cash only, this is paid entirely by the challenging team. A Roster Challenge involves both teams' rosters being verified.

- If the official team rosters are on site, the site supervisor will check each player's identification and confirm/verify eligibility using the official team roster. Players who show identification and are listed on the official team roster can continue to play. Players who fail to show identification will not be permitted to play until identification is produced.
- If the official team rosters are not on site, the site supervisor will check each player's identification, and record the names of ALL players, even those who do not have identification. Confirmation/verification of eligibility will occur the next business day. Players who show identification can continue to play. Players who fail to show identification will not be permitted to play until identification is produced.
- **Illegal players will constitute a forfeit.** If a team does not have at least two eligible players, at least 1 male and 1 female for coed, after the challenge, that team will forfeit the game. If neither team can legally continue (*i.e., produce two players with identification*), the umpire will declare a double forfeit. Forfeit fines will be issued accordingly.
- Game will continue from the point of protest. The time it takes to check rosters will be held against the game time, no time out will take place.

## DISQUALIFIED OR EJECTED PLAYERS

- Players involved in a fight will be ejected from the game and will be suspended for at least one year from participation in ALL Parks, Recreation & Cultural Services adult sports programs.
- Players or teams ejected from any game will sit-out for the team's next two scheduled AND played games in addition to the game from which they were disqualified or ejected.
- The ejected player(s) may remain at the contest area at the discretion of the official or the site supervisor, unless inappropriate behavior continues after the ejection.
- An ejected player(s) may not coach in the game in which he/she has been ejected. **During the two-game suspension players may act only as a spectator.**
- Ejected players are assessed a **\$25.00** fine.
- Before the ejected players will be allowed to participate, they must report to the site supervisor and present a receipt proving they have paid the **\$25.00** fine to the Parks, Recreation & Cultural Services Department. Failure to pay the fine and/or present a receipt will result in further suspended play.
- Payment of the fine does not negate the two-game suspension.
- A disqualified or ejected player depending upon his demeanor and attitude may be asked to leave the playing area.
- Further penalties may be imposed on players and teams depending on the severity of the conduct.
- Teams attempting to use disqualified or ejected players will forfeit the game and be subject to additional penalties from the City of Colorado Springs Parks, Recreation & Cultural Services Sports Office and/or league director.

**Note:** *Every year players are ejected and/or suspended for the year for unsportsmanlike conduct on the field. Arguing with the officials' calls will not be tolerated; our program goals are the pursuit of recreation and fair play.*

## FORFEITS

Forfeits may be declared for one or more of the following infractions:

- Illegal players, e.g., players not on a roster, players using an assumed name or ineligible players.
- Misconduct by players, coaches or team representatives before, during or after the contest.
- Failure to submit a legal roster prior to the team's first scheduled game.
- Failure to have the required number of players to play an entire game

A forfeiting team must pay a **\$20 fine** and the umpire's total fees to the Sports Office prior to their next scheduled game. Teams will be required to show a receipt to the site supervisor prior to taking the field at their next scheduled game. No further notification to pay this fine will be given. A team with two forfeits may be dropped from the league, without a refund.

## LEAGUE STANDINGS

Standings will be updated daily and are on the Web site at [www.coloradosprings.gov/adult-sports](http://www.coloradosprings.gov/adult-sports) select (Season Schedules and scroll to Standings). You may ask your site supervisor for the updated information. If position rounds are being used, the win/loss records will be included in the team's overall standings.

If teams are tied in the final standings, the following steps will be used to determine the winner. To declare a winner via tiebreakers all ties must be able to be broken on equal grounds. For example, in a three team tie where Team A played Team B twice and Team C twice but Team B only played Team C once, we cannot break the tie by head to head play.

- Step 1: Win/loss records.
- Step 2: Head-to-head play between tied teams.
  - Head-to-head run differential between tied teams (Example, Team #1 won by 3 in the first meeting, Team #2 won by 4 in the second meeting, Team #2 wins head-to-head via head-to-head run differential for the season.)
- Step 3: Any forfeits, ejections or violations of the Players Code of Conduct count toward determining higher placement. Teams or players with violations that occurred during the season may forfeit the opportunity for rewards. Remaining tied teams will move on to the next step.
- Step 4: Fewest points scored against in games played amongst tied teams.
- Step 5: Fewest points scored against in all games played.
- Step 6: Greatest point differential in all games played. (Example: Team #1 has scored a total of 110 points and allowed 95 the differential is a +15. Team #2 has scored 105 points and allowed 95 the differential is a +10, therefore Team #1 wins or takes higher spot in standings).
- Step 7: Most points scored in all games played.
- Step 8: Staff recommendations of team's conduct during season.
- Step 9: Coin flip, if the winner cannot be determined by the previous 8 steps.

**Teams that finish in the top of their league will be recognized. Teams that win the league/division will be reviewed and may be moved up to the next division, this is of the sole discretion of the Adult Sports Staff.**

## TEAM REPRESENTATIVE'S RESPONSIBILITIES

- It is essential for every team representative, player and umpire to know the rules of Kickball and have the ability to interpret the rules accurately and intelligently.
- It is the team representative's responsibility to ensure the team has received and read the Kickball rule book.
- The team representative is responsible for the discipline and proper conduct of the team members.

## PLAYERS CODE OF CONDUCT

- No team member shall lay a hand upon, shove, strike or verbally threaten or abuse an umpire, player, spectator or staff person. Anyone who strikes at another will be banned from further participation in all Parks, Recreation & Cultural Services – adult sports programs for at least one year.
- No team member shall refuse to abide by an umpire's decision.
- No team member shall make obscene gestures or objectionable demonstrations of dissent at an umpire's decision.
- No team member shall use unnecessarily rough tactics against an opponent.
- No team member shall appear in the contest area acting in a way that he/she appears to be under the influence of alcohol or drugs.
- No team member shall possess or consume alcoholic beverages while the player or the team is participating in the game.
- No team member shall smoke tobacco on the playing surface, in the team area or inside any Parks, Recreation and Cultural Services - sports facility.
- Only the designated team representative may discuss, in a polite manner, calls or rulings with the umpire. Only clarifications will be discussed. Complaints concerning judgment calls will result in an ejection.
- No player will intentionally attempt to defy the rules or procedures outlined in this rulebook.
- Spectators, who in the opinion of the umpire or a staff person are detrimental to the goals of the program, will be expelled from the contest area. The team, to which the spectator is associated with, will be penalized if there are any further difficulties. Grounds for such action include but are not limited to obscene language or gestures, inciting players to fight, alcoholic beverages in the stands and verbal abuse against the umpire(s).



## GAME PROCEDURES

### REQUIRED NUMBER OF PLAYERS FOR KICKBALL

Players to start  
8

Players required  
6

Minimum # to start/finish  
2

**\*Teams with 2-5 players will be assessed outs in the batting order for up to and including the #6 position.**

### GAME LENGTH

A game is called after any of the following:

- Nine(9) innings
- 55 minutes
- 15 runs after 5 innings
- 10 runs after 7 innings

### LINEUP

Lineup sheets are available from the site supervisor. The lineup must be completed and presented to the official **at the coin toss to start the game**. The full names and numbers of all players that are present must appear on the lineup sheet. Substitutes will be announced to the official as they enter the game.

- Umpires shall verify that both team's lineups have been submitted.
- Umpires shall notify score keepers and teams of the official game time.
- A coin toss starts the game.
- Play will not start until both teams have submitted their lineup sheets; however, the game clock will begin at the coin toss.
- Eight players are required on the lineup.
- Teams may bat up to 10 players
- 8 players are on defense
- Courtesy runners are allowed, once per inning by the same gender.
- Teams that start with fewer players will be assessed outs.
- Teams that lose a player and then are unable to fill the position on the lineup will be assessed an *out* in the 8<sup>th</sup> position.
- Teams that do not show or have the minimum number of players for a game will forfeit. A \$20.00 fee will be assessed to teams that forfeit. They are also responsible for umpire's regular fees for both teams, a total of **\$45** for a forfeit.

### COED TEAMS

- Teams must have the same number of females or more females than males on the field of play.
- Courtesy runners are allowed, once per inning by the same gender.

## GAME RULES

### OFFICIALS

- The game will be officiated by 1 umpire
- Teams are to pay the umpire in cash prior to the game starting.
- Each team pays \$12.50, please bring exact change.

### PITCHING

- The offensive team, team "at kick" or at bat will supply the pitcher.
- A max of 2 pitches are rolled to each kicker, if the kicker does not put the ball in play within the 2 pitches the kicker will be out. Foul balls, missed kicks or pitches not kicked at all count as a pitch.
- Teams will switch out pitchers when the current pitcher is up to bat and/or on base.
- The pitching distance is 55 feet.
  - Catcher must stay behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule results in a "no pitch" called.
  - The pitcher may not purposefully interfere with a kicked or thrown ball during play. If a kicked or thrown ball comes in contact with the pitcher the ball will be declared dead and runners return to the base previously occupied.

### KICKING

- All kicks must be made by the foot. A kick made by the shin is called a *foul ball*.
- All kicks must occur at or behind home plate. A kick made in front of home plate is a *foul ball*.

- No Bunting allowed.
- A kicked ball must travel at least 20 feet, this is in the judgement of the umpire.
- No home run rule.

## RUNNING

Runners may not interfere with a fielder trying to field the ball. Fielders may not obstruct the runner from the base or the baseline. Runners hindered by any fielder within the base line shall be *safe* at the base to which they were running.

- Runners are not allowed to lead off the base. Runners caught leading off are *out*.
- Runners are not allowed to steal bases.
- A runner off the base when the ball is kicked is *out*.
- Hitting a runner **above the shoulders** with a ball, when attempting to put the runner out, is **not allowed**. Any runner hit above the shoulders is *safe* and will advance one base from the point of infraction. **Any runner hit below the shoulders will be called out**. This includes being hit with the ball:
  1. From the kicker's kick
  2. If a runner intentionally uses his/her head to block a ball.
  3. If a runner ducks into a ball creating contact with the head or neck.
- A scoring line or second home plate will be marked at home plate for scoring runs. This is a diagonal line from back of home to the fence. All runners must cross this line and not touch home plate unless trying to avoid a throw or be call out. This line is treating all home plate plays as force outs. A runner who crosses the scoring line before the thrown ball gets to home plate (catcher) will be *safe*. Runner can also be hit by ball before crossing line.

## CATCHING

- A catch is gaining full possession of the ball and demonstrating not only control of the ball, but the ability to voluntarily release the ball.
- There is NO "Infield Fly Rule".

## HITTING A RUNNER

- Hitting the runner above the shoulder level with the ball, when attempting to put the runner out is not allowed. Any runner hit above the shoulder is *safe* and will advance one base from the point of the infraction.
- Any runner hit with the ball below the shoulders will be called *out*. This includes hits with the ball from the kicker's kick.
- If a runner intentionally uses his/her head to block a ball the infraction is called by the umpire the runner is *out*.

## OUTS

Three outs by a team completes the team's half inning.

### An Out is:

- 2 pitched balls not kicked into play.
- A runner touched by a ball ANY time while not on a base (See Hitting a Runner for putting a runner out)
- Any kicked ball, fair or foul, that is caught in the air.
- A fielder, with control of the ball, tags a base to which a runner is forced to run.
- A runner off base when the ball is kicked.
- All runners not crossing the 'scoring line' by home plate will be called out unless trying to avoid a throw. This line is treating all home plate plays as force outs. A runner crossing the scoring line before the thrown ball is caught at home plate will be *safe*. The runner can also be hit by ball before crossing line.

## TIME OUT

- Time will be called when the ball is in the infield and under control by the defensive team, the runners have all stopped and the official declares "TIME".