

Updated January 26th, 2023

DISTRICT 249 KICKBALL RULES:

1. FACILITY

All games will be played at District 249, weather permitting.

2. COMMUNICATION AND SCHEDULING

Anyone involved in a District 249 kickball league is strongly encouraged to join our Facebook league page, "District 249 Leagues". Once approved, this is the main source of communication between other teams, where the schedule for the season is posted, playoff schedules, along with any changes due to weather and last minute announcements.

If you are the team captain and do not have a facebook account and would like to receive the schedule and other information received over email or text then this needs to be clarified and an email needs to be sent to leagues@district.com at the beginning of the season. All team captains are responsible for managing their teammates and letting them know of any major announcements.

3. ROSTER & TEAM COMPOSITION

All team captains must provide a full roster at the time of registration. On the first day of leagues for that season the team captain must sign on a physician waiver provided from District 249, all of their team members names and have each individual sign their name acknowledging that they have read the rules and liabilities for this season.

Age requirement for the Kickball Team must be 21 or older.

A team can begin with as few as 5 roster players, *2 substitutions are allowed (starting on week 1, no gender to the subs) with a minimum of 5 players being on the teams roster to make the 7 person team. If you have 7 rostered players **2 substitutions are only allowed to make a 9 person team.*** A team is still able to play with 7 players. The maximum number of players in the field is 9. Teams can bat up to 14 players. Based on each team size, teams must be comprised of the following gender combinations:

- 9 players – 5 males and 4 females, 4 males and 5 females.
- 8 players – 4 males and 4 females.
- 7 players – 4 males and 3 females, 3 males and 4 females.

If a team is playing with an uneven number of each gender, the player of the outnumbered gender will advance one spot in the batting order each time through the order.

- Example – batting order for a team with 5 males and 4 females : Male 1, Female 1, Male 2, Female 2, Male 3, Female 3, Male 4, Female 4, Male 5, Female 1, Male 1, Female 2, Male 2, etc.

Changes to the roster are allowed until week 3 of the season.

- o For absolutely **NO REASON** should there be more than 14 names on the roster.
- After week 3 there are **NO CHANGES ALLOWED TO THE ROSTER FOR ANY REASON.**
 - o You have 3 weeks to solidify your full team/roster.
 - o A full team only needs 9 people to play and you are given 14 spots to fill out on your roster. Fill your roster up wisely.

If a team fails to provide a roster they will no be eligible for playoffs.

If a team cannot prove that their order (batting line up) is correct then it's a penalty against that team.

NO new players will be allowed AFTER THE START OF THE 4th inning. Unless due to injury of another player.

4. EQUIPMENT

All players must wear athletic shoes or turf shoes or rubber cleats. Metal spikes/cleats or shoes with detachable metal cleats are not allowed. All players MUST have shoes on at all times while playing.

5. GAME TIME AND LENGTH

All games will start at their specified times.

The game shall consist of 7 innings or a 45-minute time limit, whichever may occur first. No new inning will start after the 45-minute time limit.

6. GROUND RULES

A Paper/Rock/Scissors will determine the home and away teams. In playoffs Home & Away is determined by seeding.

If an injury occurs during the game, a team will be allowed to kick the remaining line up without penalty including when gender rules are not met.

During regular season a game that is tied at the end of seven innings or 45 minutes is a tie. DURING PLAYOFFS, teams will have an additional inning played where the last kicker out starts @ 2nd base. This continues until a winner is determined.

Teams will start with a 0-0 count.

- The second foul ball with two strikes will be considered an out.
- A strike will be called if the ball touches any part of the lines on either side of the plate, as it is crossing the kicking box. At Umpires Discretion.
- If a ball is kicked and it hits the yellow fence line and bounces over then it is a Home Run, If the ball hits yellow and bounces in, or caught it is counted as a live ball.
- All kickers must be behind/even with the kicking box when contacting the ball (If a player steps over the kicking box while kicking an “over” call will be made and the play continued.) If the result of the kick is an OUT then the OUT stands and if the kicker reaches base then it will be counted as a strike and re-kicked if the count allows it.

Bunting: Bunts are allowed in a game. A bunted ball must travel outside of the RED KICKING CIRCLE, unless a defensive player plays the ball. All players must stand behind their respected line (infield & outfield) until the ball is kicked, the PITCHER may advance as far as the Red Kicking Circle once the pitch is thrown.

An out for a kicker can be made in the following ways:

- After three strikes are called (this includes your second foul ball after 2 strikes)
- Fly balls caught in fair or foul territory. A runner can still tag up to advance bases
- Ground balls fielded to a base for a force-out. Refer to MLB rules for further explanation.
- Hitting a home run after your team’s limit has been reached.
- Runner does not run through Safety Bag, Rounding off to foul line. At umpires discretion.
- A base runner runs outside the baselines. At umpires discretion, a runner can tag up on first contact.
- Tagging the runner out or throwing the ball at the runner and hitting him/her between bases (if, in the attempt to get the runner out, a thrown ball hits the ground before striking the runner, NO out will be made).
 - The ball can be thrown at the runner as long as the throw is below the shoulders. A ball that hits a runner’s head will be deemed dead and the runner will be awarded one base from the last legally touched base. (Exception: a player who is not in regular standing/running position and is hit in the face/head will be ruled out. Ex: bending down to avoid getting hit)

- If the ball is kicked and they hit a runner they are considered out, only if the ball is hit in the air. The ball cannot hit the ground before it hits the runner.

A runner may not lead-off or steal. He or she must remain on the base until the ball is contacted by the kicker. PENALTY: The ball becomes dead, the pitch does not count, and the runner is out.

Pinch/courtesy runners are only allowed in cases of injury. The pinch/courtesy must be the last person out on the team roster but must match the gender of the player needing a substitute. This makes the player pulled out of the game ineligible for re- entry, as it counts as a sub.

A kicked ball that strikes an advancing runner is considered dead and the struck runner is out. Even in the event the ball bounces before hitting a runner. The kicker will receive first base, and other runners may only advance if forced.

Defensive Outfield players must stay behind the Fielding Line until the ball is kicked. If a defensive player begins the play in front of the Fielding Line and contacts a kicked ball in fair territory, the kicker will receive first base, and all runners on base will advance to the next base.

Play stops when the ball is controlled by the pitcher inside the pitcher mound.

A ball that is played by the defense and subsequently thrown out of play will result in the base runner(s) being awarded the base they were going towards plus one additional base.

There will be a 3-home run limit per team per game. Although, once each team reaches three home-runs, additional homes will be granted on a 1 to 1 basis. After a team's limit is reached a home-run will be considered an out. If the 3 home-run limit is reached and a ball bounces over the fence off the outfielder trying to make a catch then it is counted as a double.

There is a 5-run max for the first three innings, this rule drops after the third inning.

Any fair ball that bounces over the fence will be considered a automatic double.

There must be at least one girl at each playing level at all times; i.e. 1 girl as the catcher or pitcher, 1 girl in the infield, 1 girl in the outfield. unless there is more women than men on the team

Pitching:

- Pitcher must start within the pitchers circle, and release ball within the circle.
- The ball must bounce twice before entering the Red Kicking Circle.
- No curved pitching, only straight pitching allowed.
- The top of the ball cannot be above Knee High when crossing the plate. At umpires discretion

Penalty; any pitch not meeting these requirements will be called a ball. It will be called a ball if the pitch is not kicked by the kicker.

If a male is walked, he and the next batter get an automatic walk.

You must field a catcher and a pitcher at all times.

Catcher cannot surpass the kicker until contact with the ball is made.

The catcher must be behind the kicker (within respectful arms light) and out of his/her way while the kicker is batting. At umpires discretion.

Sliding rule:

- Head first slides are not allowed in order to get to base.
- Head first slides are allowed ONLY AFTER passing a base; in order to be able to slide back to the base.
- NO SLIDING INTO FIRST BASE
PENALTY, any head first slide will be an out.

The runner running to first base must run toward the orange safety bag. If a play is at 1st base, and the runner does not run toward the orange safety bag it is a automatic out. The 1st basemen or fielder must be on the white bag. (The only exception is if the first baseman or fielder takes the orange bag, the runner may take the white inside bad to avoid collisions.

If a player is not batting or playing in the field, they must remain out of the field of play. All players must be behind the fence. Teams will be allowed a 1st and 3rd base coach.

Team colors are not mandatory, but are appreciated!!!

No jumping off the fence to get a foul ball or home run. There are 2 openings by the dugouts and 2 gates in the outfield.

Please JOIN the Facebook League Page! (District 249 Leagues)

7. SPORTSMANSHIP

ALL PLAYERS are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball. If the base runner does not avoid the collision, play will be ruled dead, the base runner is called out, the batter is awarded first (unless involved in the collision), and all runners return to the previously occupied base(s) unless forced to the next base.

A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball, or is holding the ball. In the event the defense obstructs a runner, the runner, and any other runners affected by the obstruction, will be awarded the bases he/she would have reached had there been no obstruction.

A good showing of sportsmanship is expected. If a player is given 1 warning, the next is an ejection from the game and is suspended for the following week of play. If any member of the team at any point is thrown out 2 times, then they are permanently out of league play for the rest of the year.

District 249 provides these leagues for fun, adult, recreational sports. They are not meant to cause issues between players, umpires, or bar staff.