

# Manley's "Pillage the Village" Adult Kickball Rules

Kickball is a simple game consisting of two teams, bases and a big red ball. Played like baseball, the object is to score more runs than the opposing team. In short, Pillage the Village Tournament plays with 10 fielders, 6 innings, 2 base coaches, no bouncies, no headshots, one base on an overthrow, forced outs, and no ghost men. The following rules will govern all Pillage the Village games. For the enjoyment of all, proper respect and civility is required of all participants toward one another.

## League Specific Rules

- All players must be 17 years or older.
- Team Rosters must have at least 10 players and no more than 14 players.
- There must be an equal amount of male and female on the playing field during play.
- Captains must fill out the scorecard before each game.

## Forfeits:

- Using illegal players and or not enough players. Forfeited games will be scored. Participants are only allowed to play and appear on one team roster.
- Forfeit rules apply unless captains receive approval from opposing captain prior to game time.

## Playing Field and Equipment

### I. The Playing Field

1.00 Umpire will designate a field suitable for play in accordance with the following provisions which equal the dimensions of a softball field:

- a. The kickball diamond is a square with equal sides of 60 feet or 20 paces;
- b. The distance from home plate to second base, and from first base to third base is 84 feet 10 1/4 inches or 28 paces respectively;
- c. The pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or 14 paces from home plate, and directly aligned with the first base/third base diagonal.

1.01 The strike zone extends to 1 foot on either side of home plate, and 1 foot high.

1.02 All participants must respect and obey all rules and regulations pertaining to the respective field used for play during the game.

### II. Equipment

2.00 Athletic shoes are required. Metal cleats are not allowed.

2.01 Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage.

2.02 The official kickball will be a 10-inch playground ball. This will be provided by the Village of Manley

### III. Officials

- Games must be officiated by at least one participant: an Umpire. The Umpire governs all game play and issues all final rulings. Other referees may assist these officials when available. If there is not a designated umpire available at game time, the team captains must agree upon one mutual umpire prior to the game.

### **The Umpire will read the following Game Opener 5 minutes before the game starts:**

"I am the Umpire and will issue all final rulings if necessary. The only participants who may dispute a call are the team's designated Captain and Co-Captain. Rules to keep in mind include: the pitcher and all fielders must stay behind the pitching strip line until the ball is kicked; the catcher must play behind the kicker; the kicker must kick at or behind home plate;

once the pitcher has the ball in control and on the mound, the play ends; and all fielders must stay out of the baseline – fielders may have their foot on the base, but must lean out of the baseline. Are there any questions?”

- 3.02 Umpires have jurisdiction over play and may:
- a. Call a time out.
  - b. Call off a game due to darkness, rain or other cause at the umpire’s discretion, and must cancel the game if lightning is seen.
  - c. Penalize a player, including game ejection, for un-sportsmanlike conduct. Ejected participants may not return to the game.

#### **IV. Player Eligibility**

- 4.00 All participants should be 17 years or older by the first game.  
4.01 All participants must have filled out the roster/waiver & release form and signed the said form.

#### **V. Teams**

- 5.00 Each team must consist of a minimum of ten and no more than fourteen players.  
5.01 Teams must field at least eight players and no more than ten. Teams can bat 10 batters. Teams must field a minimum of four players of each sex. **\*Teams can play with 7, but will receive one out when it’s that batters turn.**  
5.02 Each team shall have one Captain will be responsible for the team. The Team Captains must ensure that:  
  - a. All team players not on the bench must kick (max 10)
  - b. b. All team players must kick in the written scorecard order.
  - c. c. Only the Captain and Co-Captain may dispute calls.  
5.03 Each team captain must submit a completed roster/waiver & release.

#### **VI. Base Coaches**

6.00 Two members of the team at kick can coach first and third base. The base coaches will assist in retrieving foul balls and may switch with other team members to remain in the proper kicking lineup.

#### **VII. Regulation Games**

- 7.00 Regulation games last six full innings. Games will be 1 hour in length.  
7.01 A game that is called off by the umpire after three full innings of play shall be considered a regulation game. The game score at end of the last full inning shall determine the winner. **\*In the event of a tie score at the end of the game, extra full innings shall commence until a winner is determined.**  
7.02 A game that is called off by the umpire before three full innings of play shall not be considered a regulation game.  
7.03 Teams must have eight players on their roster. A team failing to field at least seven players five minutes after game time will forfeit the game. A forfeit shall count as a loss 6-0. **\*Teams can start or finish with seven players, but they will receive an out when it is that person’s turn to bat. Ex. The 8th batter would be an out.**  
7.04 A team Captain may raise protest with the umpire for blatant rule infraction, but will accept the umpire’s final ruling.

#### **VIII. Pitching/Catching**

- 8.00 Pitch speed – no missiles. Must be a slow to medium speed pitch.

8.01 No bouncies. A pitch that is higher than one foot at the plate, and called as such, results in a ball.

8.02 The pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so results in a ball.

8.04 No player may field in front of the pitcher other than the catcher, and no player may advance forward the 1st –3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.

8.05 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.

## **IX. Kicking**

9.00 All kicks must be made by foot.

9.01 All kicks must occur at or behind home plate. A kick in front of home plate is called a foul.

9.02 Bunting is allowed but must be kicked past the bunt line marked on the field.

## **X. Running**

10.00 Runners must stay within the base line. Fielders must stay out of the base line. 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 base line shall be safe at the base to which they were running.

10.01 Neither leading off base, nor stealing a base is allowed. A runner off of his/her base when the ball is kicked is out.

10.02 Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances one base. If the runner intentionally uses the head to block the ball, and is so called by the umpire, the runner is out.

10.03 After a kicked ball is caught, runners must tag their originating base before running to the next base. All ties will go to the runner. Runners may overrun first base.

10.04 One base on an overthrow into fair territory. In taking advantage of the time loss from an overthrown ball that travels out of bounds, a runner may not run beyond the subsequent base to the one originally running toward when the ball was thrown.

## **XI. Strikes**

11.00 A count of three strikes constitutes an out.

11.01 A strike is:

- a. A pitch within the strike zone either not kicked, or else missed by the kicker.

## **XII. Balls**

12.00 A count of four balls advances the kicker to first base.

12.01 A ball is:

- a. A pitch outside of the strike zone;
- b. A pitch that is too fast;
- c. An illegal bouncy;

## **XIII. Fouls**

13.00 A count of four fouls constitutes an out.

13.01 A foul is:

- a. A kick landing out of bounds;
- b. A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base. (Any ball touched by an in-bounds fielder is automatically in play.)
- c. A kick in front of home plate.

#### **XIV. Outs**

14.00 A count of three outs by a team completes the team's half of the inning.

14.01 An out is:

- a. A count of three strikes or four fouls;
- b. A runner touched by the ball at ANY time while not on base;
- c. Any kicked ball (fair or foul (or strike – see 11.02)) that is caught;
- d. A ball tag on a base to which a runner is forced to run.
- e. A runner off of his/her base when the ball is kicked.

#### **XV. Ball in Play**

15.00 Once the pitcher has the ball in control and on the mound, the play ends.

15.01 If a runner intentionally touches or stops the ball, the play ends.

#### **XVI. Ghost Men**

16.00 Ghost men are not allowed.

#### **XVII. Designated Runner/Player Positions**

17.00 In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding and kicking order position previously held.

17.01 If a player is ejected, injured, or becomes ill cannot continue, the lineup will continue in the same formation, less the removed player.

17.02 The pitcher may be replaced on the mound once per inning.

#### **XVIII. Co-Ed Modifications**

18.00 A female may only substitute for a female, a male for a male.

18.01 Teams must alternate positions in the batting order by sex as far down as possible. The majority sex must bat first.

18.02 Males and females have to alternate defensively on the bases or in the outfield.

18.03 The catcher and pitcher need to be of opposite sexes and are considered infielders.

18.04 All outfielders must remain in the outfield until the ball is kicked.