



DELHI TOWNSHIP PARKS AND RECREATION

KICKBALL LEAGUE

Games will be 6 innings in length and/or a 1-hour time limit.

A new inning cannot start after 55 minutes.

If a team has less than 10 players, they do not have to play a catcher. However, someone from the infield would have to cover plays at the plate.

Pitch must be delivered at moderate speed with little to no bounces.

No bunting. If a ground ball is hit to an infielder, the infielder can throw the ball to the pitcher to get the runner out. If the pitcher controls the throw from the infielder and is standing on the mound before the kicker reaches first base - the runner is out at first.

LINEUPS:

If your team cannot field the minimum of eight (8) players to start the game your team may borrow players from the other team to play defense. There are no forfeits.

Everyone present at the game will play offense and defense. Teams may only have 1 player at each position in the infield, the rest of the players will be placed in the outfield.

1. THE PLAYING FIELD

- a. The kickball field equals the dimensions of a softball field. The pitching strip is in the center of the diamond, and directly aligned with the first base/third base diagonal.
- b. The strike zone extends to 1 foot on either side of home plate.
- c. Out of bounds is anything past the dugout fence.

2. EQUIPMENT

- a. Athletic shoes are required. Metal cleats are not allowed.
- c. The official kickball is provided by the Parks and Recreation Department.

3. UMPIRES (call your own)

4. TEAMS

- a. Teams must field at least 8 players.
- b. If a team only has 8 or 9 players, they do not have play a catcher. However, someone from the infield would have to cover plays at the plate.

5. GAME PLAY

- a. Each game has a 6 inning or 1 hour time-limit whichever comes first. No new inning can begin after 55 minutes.

6. PITCHING / CATCHING

- a. Ball must be pitched underhand and rolled to home plate at a moderate speed with little to no bounces. There will be No walks.
- b. All outfielders must remain in the grass until the ball is kicked.
- c. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked.

7. KICKING

- a. All kicks must be made by foot.
- b. All kicks must occur at home plate or a foot in front of home plate.
- c. The kicker must take a full kick at the ball. A kicker who bunts the ball is out and the ball is immediately dead.
- d. If a kicker kicks the ball to an infielder, the kicker will be called out if the infielder can throw the ball to the pitcher and the pitcher is standing on the rubber (and the pitcher has possession of the ball) before the kicker reaches first base. If the pitcher is bobbling the ball or does not have control, the kicker is safe at first.

8. RUNNING

- a. 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.
- b. Neither leading off base, nor stealing a base is allowed. A runner cannot leave the base until the kicker has contacted the ball or the runner on the base will be out.
- c. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances 1 base. If the runner intentionally uses the head to block the ball, the runner is out.
- d. After a kicked ball is caught, runners must tag their originating base before running to the next base.
- e. All ties will go to the runner. Runners may over-run first base.
- f. Baserunners must not interfere with the play in progress. A baserunner who does interfere will be charged with interference resulting in both the baserunner and the batter-runner being called out on the play.

- g. One base on an overthrow: 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. If ball is still in play, runners can advance as many bases as possible.

9. STRIKES

- a. A count of 3 strikes constitutes an out.
- b. A strike is:
- a pitch within the strike zone not kicked
 - a pitch missed by the kicker
 - a foul ball (foul ball on third strike is an out)

10. BALLS (NO WALKS)

11. OUTS

- a. A count of 3 outs by a team completes the team's half of the inning.
- b. An out is:
- Any combination of 3 strikes/fouls
 - a runner touched by a kicked ball at ANY time while not on base
 - a fielder throwing a ball at a runner with minimum force (PLEASE BE SPORTSMANLIKE)
 - any kicked ball (fair or foul) that is caught in the air
 - a player with the ball in hand tags a base to which a runner is forced to run, or thrown to pitcher if fielded an infielder (batter only.)
 - a runner off the base when the ball is kicked.

c. **A foul is:**

- a kick landing out of bounds
- 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.)

12. BALL IN PLAY. Once the pitcher has the ball in control and on the mound, play ends.

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

RAINOUT INFORMATION:

Players contact your coach after 4:30 p.m. or CALL 694-3433 for game cancellation information. PLEASE DO NOT CALL THE OFFICE.