

Field and Equipment Rules:

1. The City of Duluth Parks and Recreation department will provide the official kickball.
2. All bases are 60 feet apart and 1st base includes a Fielder's base and a Runner's base.
3. Cones are used to designate the foul lines as well as the strike zone.
4. The strike zone is 2 feet on each side of home plate designated by cones.

General Rules:

1. Each team may have between 8 and 20 players.
2. Only players registered for a team may play for that respective team. During the regular season if a team is short a few players then if the opposing team agrees to allow a registered member from another team to participate then they will play the game without taking a forfeit.
3. There must be at least 4 women and a total of 8 players at the start time of the game. Those players must wear their team t-shirt and be registered players of the respective team.
4. Forfeit games result in a 3-0 victory for the non forfeiting team.
5. No more than 11 players can take the field at one time. Four women must play the field with a minimum of 2 in the infield/catcher position.
6. Team members are not required to take the field in order to kick. Up to 20 players may be on the "line-up" to kick.
7. Fielders may be changed between innings; there is no substitution rule.
8. All players on the roster **MUST** kick.
9. All fielders and kickers must have appropriate footwear, bare-feet are not allowed.
10. The kicking order should be written down. The kicking order may not be changed during the game. If a team disputes the lineup then the referee will validate the kicking

order from the roster posted in the dugout.

11. If a team member cannot kick at their designated spot in the kicking order, his or her "at kick" will be counted as an out.
12. Teams are allowed to have first base and third base coaches.
13. One referee will be provided for each game.
14. Referees and Field Supervisors are responsible for conducting games in a professional manner, and are empowered at their discretion to give a Warning and/or Eject any player that instigates arguments, foul language and/or flagrant abuse towards the opposing team, referee, field or park.
15. Alcohol and tobacco is not permitted at the fields. This is a zero tolerance policy and any individual or team will be asked to leave the field and may be forced to forfeit the game.
16. If a game is in progress and the remaining innings are cancelled due to weather, four innings will constitute a complete game.

Playing Rules:

1. Each game will be 7 innings or one hour in length, whichever comes first. For shortened games due to rain or other externalities, 4 full innings constitutes an official game.
2. If time permits, extra innings will be played for tied games until the tie is broken.
3. If after 1 hour of extra innings the game is still tied, the game will be recorded as a tie.
4. Each team gets to kick in each inning. Once 3 outs have been recorded against a team, their "at kick" is over. Once both teams have kicked, the inning is over.
5. Home and away teams are pre-determined on the schedule. The home team is in the field first and has the last at-bat in the game.
6. Each team's roller rolls the ball to the opposing team's kicker.
7. The Roller must release the ball **BEHIND** the roller's mound and within two feet on either side of the roller's mound.
The Roller **CANNOT** sidearm or overhand roll the ball when delivering the ball to the kicker. The Roller **MUST** roll the ball in route to home plate. If the Roller one-hops the ball across home plate or throws the ball in the air and hits home plate without the ball bouncing or rolling, that roll is considered a ball.
The Roller **MUST** roll the ball within a 5 foot wide "Roller's Path" that starts from the Roller's mound and extends to home plate with the path being 5 foot wide and in-line with the strike zone cones on each side of home plate. If a ball starts rolling or bouncing outside that path and then spins inward across home plate and less than 6 inches, the roll is still a ball.
There are **NO** restrictions on the speed of the roll.
8. Un-kicked balls will result in either a ball or a strike call by the referee.
9. Any roll which results in the ball being outside the strike zone is considered a ball. Rolls which hit one of the strike zone cones are considered a ball.
10. Any roll which is more than 6 inches off the ground when it crosses the plate is considered a ball.
11. All other rolls are considered strikes.
12. Each kicker is allowed 3 strikes. A kicker is called out on the **FOURTH** strike.

13. Foul balls ARE CONSIDERED STRIKES. Any ball which is kicked and lands outside of the foul lines is considered a foul ball.
14. A "double-kick" or the ball bouncing up and hitting the kicker after a kick is considered a foul.
15. A ball that is kicked and hits a 'back-stop', trees, wires or anything extraneous to the playing area before or after an opposing player touches the ball is considered a foul ball and is a dead ball after the contact occurs.
16. A foul ball COUNTS as a FOURTH strike!!
17. Each roller is allowed 3 balls per kicker. The kicker is awarded first base in the event of a FOURTH ball being rolled.
18. Fielders (other than the catcher) must be in line with or behind the roller's mound until the ball is rolled. Once the ball is rolled, the roller can advance past the imaginary line between 1st and 3rd base. No other fielders other than the roller and catcher can cross the imaginary line between 1st and 3rd until the ball is kicked. If a fielder comes across that imaginary line before the ball is kicked and fields the ball, the kicker is automatically safe at 1st base.
19. The kicker must wait for the ball to reach home plate before kicking the ball. If any part of the kicker's "planting foot" (non-kicking foot) is in front of home plate when they kick the ball then the kick is considered a FOUL ball. Therefore if the kicker kicks the ball in the air and it is caught then the kicker is OUT similar to a foul ball, else the call is a strike against the kicker.
20. The kicker may kick the ball behind home plate and if the ball travels into fair territory before passing 1st or 3rd base then it is a FAIR ball (even if it hits or is outside the strike zone cones).
21. When a kick is made into fair territory, the kicker runs toward first base.
22. If the ball never hits the ground once kicked and is caught by a fielder, the kicker is out regardless of whether the ball is in fair or foul territory.
23. The kicker is also out if the ball is controlled by a player touching first base prior to the kicker reaching first base.
24. Forced outs can be made by the defense if a fielder has control of the ball and touches a base that a runner must run to before the runner reaches the base.
25. Runners are NOT allowed to lead-off from a base or steal a base. Runners CANNOT leave their base until the ball is kicked. If the runner leads-off or runs prior to the kick,

the runner is automatically out.

26. Any runner not on a base can be hit with the kickball by a fielder. If the runner is hit while not on a base, the runner is out unless the runner is hit in the neck or head. The runner is not out if hit in the neck or head. Also, runners are allowed to over-run first base, but must not show intention to round first and head to second base. If the runner shows intention to head to second (determination is at the discretion of the referee) and is hit by the kickball below the neck then the runner is out. No other bases can be over-run.
27. Any runner not touching a base that is hit by a ball which was kicked by one of their teammates is considered out regardless of where the ball hits them.
28. Runs are scored when runners cross home plate. Runner must cross and touch each base on the way to home plate. If the runner crosses home plate during the 3rd out in the field and the 3rd out was a force out, then the run does not count.
29. If a fielder impedes a runner from reaching a base (i.e. "blocking the base or baseline", etc), the runner will be considered safe at the intended base.
30. If a runner impedes a fielder from fielding a ball (i.e. bumping, pushing or distracting the fielder while the fielder is in the motion of playing a ball), the runner is out.
31. If a ball is caught in the air by a fielder, runners must return to their base and "tag-up" before advancing to the next base. If the ball beats a runner to the base they were on before they "tag-up", the runner is out.
32. Runners are allowed to slide into a base. If the runner slides or ducks to elude the ball and is hit while off the base, they are out.
33. Runners can advance on a caught ball as long as the runner has tagged their original base.
34. When runners advance from one base to the next, they must stay in the imaginary "baseline" which is a straight line between two bases and approximately 5 ft in width. If the runner runs outside the baseline to elude a ball thrown at them they are out. If the runner runs outside the baseline to elude a fielder blocking the baseline, then they are still "live" and continue running to the next base.
35. Pinch Runners: Pinch runners are allowed only when a player on base is injured. The pinch runner must be a male replacing a male or female replacing a female.
36. After a ball is kicked inside the field of play, the ball is considered "live" and runners can advance until the ball is controlled by the roller on the roller's mound or the ball is ruled "out of play" by the referee.

37. The catcher must play behind the line formed by the two strike-zone cones until after a kicked ball passes the cones. If the catcher opts to play near the cone line, then they must stand at least 2 feet outside of either strike-zone cone, and may not block the kicker's attempt to kick the ball in any way.
38. **CATCHER INTERFERENCE:** If a catcher plays near the cone line and moves within 2 feet of the strike-zone cones AND/OR interferes with the kicker's ability to kick the ball in any way, as determined by the referee, then the kicker will be awarded a Walk.
39. If 11 players are present in the field, one player must play the catcher position. If a team has 10 or less fielders, then they can all play in the field and forego a catcher.
40. If the ball is thrown or kicked by the defense out of the field of play, each base runner is granted one additional base. If any player on the offensive side knocks the ball away from the defense on purpose, the runner will be out and no one is allowed to advance further on the bases. The referee determines when the ball is considered out of play.
41. If someone fouls out, the play is considered dead as soon as the foul out occurs, and no runners can advance. Therefore, if someone catches a foul ball in the air, which was the 4th strike, the runner(s) cannot advance.

NOTE: Referees are responsible for making calls on balls, strikes, outs, and runs scored for their respective fields, and the referee's call is the final decision in all matters.