CITY OF BANGOR
PARKS & RECREATION

ADULT KICKBALL LEAGUE
GAME PLAY RULES

Team Composition

- Teams may carry as many players on their roster as desired.
- A maximum of 10 players may be on the field defensively at one time.
- Teams must have at least 8 players present to begin or complete a game.
- Players must compete in at least 50% of regular season games to be eligible for playoffs
  - Defensive alignment must include:
    - At least three female players
    - A minimum of two females in the infield, and one female player in the outfield

Short-Handed Teams

- If you are shorthanded players, you may borrow from another team as long as gender requirements are met.
- You may only borrow players if you do not have enough to play.

Game Length

- Games are scheduled for 7 innings.
- If the score is tied after 7 innings, play will continue until a winner is determined, or the umpires end the game due to time constraints.
- Regular season games may end in a tie, playoff games may not. Extra innings will be played until a winner is determined.
- The 20, 15 & 10 runs ahead rule: The game is over and won by the team that is leading by 10 runs or more at the end of 5 innings (4 ½ if the home team is ahead). 15 runs or more after 4 innings (3 ½ if the home team is ahead) or by 20 runs or more after only 3 innings (2 ½ if the home team is ahead).
- Please respect all timing decisions made by league staff and umpires. Field availability, weather conditions, and scheduling requirements may impact game length.

Weather & Field Conditions

- Play will be suspended immediately in the event of lightning or unsafe field conditions.
- Games halted before becoming official (3 full innings, or 2½ if the home team is ahead) will be rescheduled or resumed at the discretion of league staff.
- Games that have reached official status may be considered complete if continued play is not possible.
- Rescheduled games will be played the Friday of that week, if possible.

Sportsmanship & Contact

- Kickball is a recreational league. Excessive contact is prohibited.
- Intentional collisions, aggressive slides, or attempts to disrupt defensive plays may result in an out, ejection, or both.
- Deliberate interference with a defensive player will result in the runner and batter being called out.

Batting / Kicking

- Each team receives three outs per inning.
- A batter is out after accumulating three strikes. A swing and a miss is a strike. A foul ball is a strike. You can strike out on a foul ball.
- A batter is walked after accumulating four balls.
- Teams cannot bat more than two male players in a row. If teams fail to follow the correct gender lineup, they will record an automatic out each time the missing player's spot comes up in the order.
- If you only have three females available for a game, you may bat three males in a row one time in the batting order
- Fair and foul territories are the same as Adult Softball League rules.

Pitching

- Pitches must be rolled underhand toward home plate.
- Pitchers are encouraged to deliver playable pitches that promote active gameplay and sportsmanship.
- The strike zone extends approximately one foot to each side of home plate and one foot above it.

Kicking

- The ball must be contacted at or behind home plate.
- Any kick made in front of home plate will be ruled a strike. If that is your third strike, you're out.
- Bunting is not allowed. A bunt is defined as a kick where the momentum of the swing is intentionally deadened; does not have full follow through. Any kick judged by the umpire to be an intentional bunt will be ruled a strike.
- A ball that contacts any permanent object in foul territory (fence, backstop, etc.) before being touched by a fielder is a foul ball.

Base Running

- Leading off or stealing bases is not permitted.
- Runners may leave their base only after the ball has been kicked.
- Leaving early results in a dead ball and the runner being called out.
- On an overthrow, runners may advance as far as third base at their own risk.
- Tagging Up: Runners may advance on a caught fly ball, but must remain on their base until the ball is caught.

Fielding

- No more than 6 defensive players may be positioned in the infield. Outfield players must be at least 4ft behind the dirt / grass line
- A catch is the secure possession of a kicked ball before it touches the ground. A player may leave their feet or fall while making a catch, provided they maintain control of the ball.
- A force out may be recorded by touching the base before the runner arrives.
- When a force play no longer exists, the runner must be tagged or thrown out with the ball.
- The pitcher and infielders must remain behind an imaginary line connecting the pitching area to first and third base until the ball is kicked.

Outs

- A foul ball caught in the air is an out.
- A runner tagged with the ball or struck by a thrown ball below the neck is out.
- If a runner is struck in the head while intentionally ducking, sliding, or lowering themselves into the throw, they will be ruled out.
- A runner touched by the ball or who touches the ball at any time while not on base is out when the ball is in play
- Infield fly rule is the same as Adult Softball.

Substitutions

- Substitutions may only be made at the beginning of a new inning; half inning substitutions are not permitted.
- Only players playing in the field may bat that inning.
- There are no restrictions on substitution reentries.
- Injury substitutions may occur at any point, but an injured player substituted halfway or during an inning may not reenter the game.
- One pinch runner per gender per inning is permitted, but can only come on once the batter makes it to first base, and must be the same gender as the batter.
- A pinch runner on base will be out if they miss their place in the batting order.

Obstruction & Interference

- A fielder who does not have possession of the ball may not block the base path. Obstruction will result in the runner being awarded the base the umpire judges they would have reached.
- A runner who intentionally interferes with a fielder attempting to make a play will be called out. The batter may also be called out if, in the umpire's judgment, the interference prevented a play.
- Incidental contact will be judged at the umpire's discretion.
- Verbal or physical distraction by the catcher is prohibited and may result in a warning or an awarded base.
- The catcher must provide the kicker a clear path to the ball and may not impede the kicking motion.
- The catcher may not block the base path or interfere with the kicker's initial running lane.

Dead Ball Situations

- A dead ball occurs when: a foul ball that hits the backstop, the batter on deck gets hit with the ball, or any other scenario that the umpire determines.
- The ball is dead and runners must return to their last legally touched base when a ball becomes lodged in a fence or other field structure.

Umpire Authority

- The umpire's judgement is final on all rule interpretations, gameplay decisions, and safety concerns.
- Participants are expected to treat opponents, teammates, and officials with respect at all times.