

**Seal Beach Recreation and Community Services Department
211 Eighth Street, Seal Beach, CA 90740
(562) 431-2527, EXT 1307**

ADULT KICKBALL LEAGUE RULES

OBJECTIVES OF SPORTS LEAGUES

1. The objectives are to promote, develop and conduct recreational softball among the residents and participants of the City of Seal Beach.
2. To promote the standards of good sportsmanship.
3. To promote a wholesome physical activity.

RULES AND REGULATIONS

1. Each team is permitted a maximum of Sixteen (16) players on a roster including a player/manager.
2. No player who is playing on a High School, Junior College, College or Professional team during the current season may play in the leagues.
3. Players must sign the Official Roster before they are eligible to play. The team a player first plays with will be considered his team in post-season play.
4. Players must compete in at least ½ of the scheduled league games to play in post season competition.
5. The League Director must be notified in writing of all Manager or roster additions, changes, before the next scheduled game for the player or team to be eligible or in unforeseeable situations at the discretion of the coordinator.
6. Players may be added up until the ½ way point of the regular season.
7. The bases are set up in the shape of a diamond with the bases 60 feet apart.
8. All fielders and kickers must wear footwear; bare-feet are not allowed. Metal cleats are not allowed.
9. Fielders attempting to make an out at 1st base may only use the Fielder's base to make an out, unless an errant throw takes the fielder into the path of the runner. In that case, the fielder may tag the outside base and the runner can use the inside base to avoid a collision.
10. The strike zone is 2 feet wide on either side of the home plate and 1 foot home plate.
11. Cones will be placed along the foul lines approximately 30ft past first and 3rd.
12. Ten (10) players may play defense; five (5) men, five (5) women. When nine (9) players are used on defense, five (5) men and four (4) women may be used or (8) eight players; (4) four women, (4) four men. Teams may use (7) seven players, (4) men and (3) women.
13. Teams must alternate men and women in their batting order.
14. There will be no restrictions on a player, woman or man, as to which defensive position she/he may play including rover.

PITCHING, CATCHING & FIELDING

1. The pitcher cannot sidearm or overhand roll the ball when delivering the ball to the kicker.
2. The pitcher must roll or bounce the ball multiple times in route to home plate. If the pitcher 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 regardless if it is less than 6 inches or not.
3. If the ball is kicked and the encroaching player fields the ball or interferes with the play in the judgment of the referee, the kicker will be awarded an automatic walk unless the result of the play allows the runner to advance past 1st base. The runner may advance past 1st base on an errant throw at their own risk.
4. The catcher must play outside the 4 cone batter's box and may not block the kicker's attempt to kick the ball in any way.
5. If any part of the catcher's body moves into the batter's box before the ball passes the cones or interferes with the kicker's ability to kick the ball in anyway, as determined by the referee, the kicker will be awarded a walk.
6. There is no In-Field fly rule since a kickball is more difficult to catch than a baseball or softball. However, a player may not intentionally drop a catchable ball in an attempt to complete a double-play. If a player intentionally drops a ball, as determined by the referee, then all players are safe at their next base including the kicker. If the referee determines that the player accidentally dropped the ball, then play continues via normal rules of play.
7. Walking a player intentionally is allowed and no pitches have to be rolled.
8. Any runner not safely on a base can be hit with the kickball by a fielder. The runner is out unless the ball hits them in the head or neck.
9. Defensive fielders must remain completely behind the imaginary line from 1st base to 3rd base through the pitcher's mound until the ball is kicked.

KICKING

1. The kicker must wait for the ball to reach home plate before kicking the ball. If any part of the Kicker's "plane foot" (non-kicking foot) breaks the plane of home plate when the kick occurs then it is considered a FOUL ball. If the kicker kicks the ball in the air and it is caught, then the kicker is OUT, and the runners may tag up. Else the call is a strike/foul against the kicker.
2. The kicker may kick the ball anywhere behind the line formed by the batter's box as long as their plant foot is not in front of home plate. If the kicked ball travels into fair territory before passing 1st or 3rd base and is touched or comes to rest, then it is a FAIR ball.
3. A kicker may not touch the ball a second time after first contact while in the kicking motion. This is called a "double kick" and results in a foul ball. Once the kicker begins to run to 1st base, if the ball touches them in fair territory, they are out and it is a dead ball. All base runners must return to their previous base.
4. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.

GAMES AND SCHEDULES

1. Monday through Friday games will start between 6:00pm and 9:00pm. Sunday games will start between 2:00pm and 9:00pm.

2. The Recreation Department reserves the right to move teams up or down within the first two weeks of play. Teams playing in the Seal Beach leagues must be available to participate on any given night of league play.
3. Game time is forfeit time. Game will start when official signals "Play Ball". A game will consist of seven (7) innings of 1 hour. No new inning can start after 1 hour has expired. Innings will be played out.
4. No new inning can start after 10pm.
6. If at any time a team does not have the minimum numbers of players (7), that team shall become the visiting team and will bat first. Once the third out has been recorded or all players have batted and that team has not fielded the minimum number of players (7), the game shall be declared a forfeit.
7. The team listed 2nd is the "away" team on the schedule and shall occupy the 3rd base dugout.
8. In the case of a tie, teams may play an extra inning **Only** if time permits.
9. Team members are not required to take the field in order to kick.
10. All fielders playing in the game must kick.
11. The **Mercy Rule**: The game will be officially over if, after five (5) innings, either team is ahead by fifteen (15) runs or until the official time limit for the game has expired.
12. If a forfeit occurs, team may play on the field during the forfeited game time. The official does not have to officiate a forfeited game. Any team forfeiting two games in a season will be will be dropped. League fees will not be refunded.
13. In case of inclement weather, the Recreation Coordinator will decide if games will be played. Team managers may call the office at (562) 431-2527 ext. 1307 after 2pm for other possible game changes or delays.
14. Make-up games will be played at the end of the season, IF NEEDED, on the regular night of play.
15. It is the Manger's responsibility to ensure that his/her team receives schedules and schedule revisions. Schedules will be changed no fewer than 24 hours prior to your next scheduled game with the exception of rain outs and emergencies. Leagues schedules are available at the ball field and in the Recreation Office.
16. Placement of teams in respective divisions shall be the responsibility of the Seal Beach Recreation and Community Department. The Seal Beach Recreation and Community Services Department reserves the right to move teams to different divisions of play at any time to maintain a competitive balance. However, we try not to do so after the second week of league play. Teams moving to different divisions will keep their win/loss record from the previous games played unless the League Director determines otherwise. Teams entering Seal Beach Leagues must be able to participate on any given night of league play. Teams who win their divisions may be moved to a higher division the following season to ensure competitive balance.
17. As a courtesy, please contact either Kevin Ortiz at (562) 431-2527 ext. 1307 or email kortiz@sealbeachca.gov, in advanced if you know your team will have to forfeit so that the other team can be notified that their game will be canceled.

18. The City of Seal Beach does not provide first aid at any Adult Sports Facilities. It is recommended that the managers of each team bring any first aid items that they feel are necessary.
19. Games must go at least five (5) innings to be considered a legal game. However, if the official time limit for the game has expired, the game will be considered complete – even if the minimum number of innings has not been played.
20. Collisions at bases and home plate - If, in the judgment of the umpire, base runner tries to knock defensive player over to avoid being tagged out, runner will be called out – if the act is deemed flagrant – player may be ejected.
21. The time limit and mercy rule is in effect in all games including play-offs and championship games. During playoffs ties will be played to completion, under the judgment of the umpire & scorekeeper. During the regular season, Home teams will be specified on the schedule. During playoffs, the higher seeded team during the regular season is the home team.
22. Catchers must give the runner an angle to get to the plate to avoid collisions.
23. Team may have unlimited courtesy runners per inning. If courtesy runner is on base when it is his or her turn to bat, they will be allowed to have a replacement runner and take their turn at the plate.
24. At least 4 females must take the field at all times.

RUNS, OUTS, STRIKES & BALLS

1. Runners are free to change course to avoid interference with a fielder making a play.
2. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
4. **OBSTRUCTION.** Fielders must stay out of the baseline. Fielders hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.
5. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.
6. A runner impeding 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) will be called out.
7. A runner outside of the 4 foot baseline unless trying to avoid a fielder blocking the baseline will be called out.
8. A runner that passes another runner will be called out.
9. Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the referee, the runner is out.
10. A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out.
11. Four (4) balls by the pitcher is a walk, and the kicker is awarded 1st base.

12. Each kicker will receive four (4) balls and four (4) strikes. A count of four (4) strikes will count as an out (fouls count as strikes). Foul balls can count as the fourth strike.
13. A "double-kick" or the ball bouncing up and hitting the kicker a second time while still in the kicking motion. This is a dead ball and cannot be caught if kicked.

REFEREES AND FIELD SUPERVISORS

1. The League Director will schedule (1) one official for all games. It is the responsibility of both managers to verify the score at the end of each half inning of play. Both teams are encouraged to keep a scorebook. The manager is responsible for paying \$15 cash to the official before the start of the game. The official will not start a game until both teams have paid.
2. Referees may take rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future.
3. Referees are responsible for suspending a game due to rain or lighting. If a game is in progress and the remaining innings are canceled due to lighting, four innings will constitute a complete game. However, please stay in the area if the referee requests players to, as the game may be able to be completed after a time delay.

FORFEITS

1. If a team forfeits a game, they are responsible for the officials' fee (\$30 total of both teams) which must be paid prior to their next game. In case of a double forfeit, both teams are required to submit a forfeit fee of fifteen dollars (\$15). If a team does not pay their forfeit fee(s) at their next scheduled games, that team will be assessed another forfeit fee and will be required to pay all outstanding forfeit fees at the Seal Beach Recreation and Community Services office, located at 211 8th Street, Seal Beach 90740
2. A forfeit game results in a 3-0 victory for the non-forfeiting team.
3. A game will be declared a forfeit if:
 - a. A team fails to have (7) players ready to play at their scheduled game time.
 - b. Continued delay of the game after the official has announced "Play Ball".
 - c. Continued harassment of an official, scorekeeper or other players.
 - d. If, in the opinion of the official and scorekeeper, the manager does not have control of his team or fans.
 - e. A team is found to have used an illegal or non-rostered player.

ELIGIBILITY

1. Players must be at least eighteen (18) years of age before playing.
2. All players must be on the roster and have photo ID (Driver's License, State Identification Card, Passport or Military I.D.) available at all games. All players on your roster will be listed on the scorecard each week.
3. Players may not play on more than one (1) team in the same division.
5. The team a player first plays with will be considered their team for the season and that player may only transfer from one team to another with written consent of both team managers and approval from the City of Seal Beach League Director..
6. During playoff games the umpire will check ID's (Driver's License, State Identification Card, Passport or Military I.D.) for all players listed on your roster. Player's must have a current picture ID. Players must provide current picture ID prior to entering the game.

PLAYER ELIGIBILITY PROTESTS

If a manager believes a player is illegal, he/she may announce the protest at any point during the game. The protest shall be made as follows:

1. Time must be called.
2. The manager shall request that the umpire ask the player in question to produce a current picture (Driver's License, State Identification Card, Passport or Military I.D.). If ID is shown and is satisfactory, the umpire will continue the game. If no ID is available, the player in question may not play until they provide an ID. If the player in question unable to show the umpire a current picture ID by the end of the game, the umpire will declare the game a forfeit.
3. Managers have the option to request an ID check against only one player on the opposing team per game.
4. Decisions regarding player eligibility will be made final by the umpire.

PROTESTS

1. A protest must be announced to the umpire before the next pitch is released. (The game time will continue to run during the process.)
2. After protest is announced, the umpire will stop the game and fill out description of the protest on the back of the official score sheet documenting the rule interpretation being protested. Then both managers and the umpire will sign the scorecard at the end of the game.
3. Only protests of rule interpretation will be accepted. A protest will not be considered on a judgment call (i.e.) safe or out, fair or foul, balls and strikes, etc.)
4. For more information on protest, please refer to the S.C.M.A.F. rulebook and the City of and the City of Seal Beach rules.

LEAGUE STANDINGS

1. The League Champion will be determined by the team with the most points earned. Two (2) points for a win, one (1) point for a tie and zero (0) points for a loss.
2. The top four (4) teams in each league will advance to the playoffs. Teams will play a single elimination format. If a tie exists for any post-season berth, the following criteria will be used:
 - a. Team winning the majority of games against the tied team(s).
 - b. Team scoring the most runs against tied team(s).
 - c. Team winning the majority of games against other post-season teams.
 - d. Team scoring the most runs against other post season teams.
 - e. Most runs scored in league competition.
 - f. Coin flip.
3. Post-season games will be played on the same night as the regular season games. ALL regular-season rules will apply to post-season play with the following exception.
 - a. The first two games will be played with a time limit or until a winner is determined.
 - b. Championship game will go seven innings or until a winner is determined.
 - c. During playoffs, the higher seeded team during the regular season is the home team.

Players Conduct

1. Managers or players may not address, make any gestures to, or use profanity, derogatory remarks toward any official, scorekeeper or other players. Penalty: player(s) will be ejected from game no matter whom the profanity was directed to.

2. Any player or manager who physically abuses an official will be banned from all Seal Beach Leagues and that game will be a forfeit.
3. Any player ejected from a game for any reason will not be allowed to play in the next scheduled game. Once a player is ejected from a game, the player must leave the field or that team will forfeit their game and may be dropped from the league.
4. A player will be ejected only once during a season. The second time will result in the elimination from competition for the remainder of the season.
5. Any player, who in the opinion of the official or scorekeeper is intoxicated, will immediately be ejected from the game and facility.
6. Any fights that may occur, before, during, or after a game will result in suspension for all parties involved. Those involved will be determined by the officials and scorekeeper and the suspension will be determined by the Recreation Department.
7. Alcoholic beverages are not allowed in the stands, dugouts or on the field of play, nor in the parking lots and adjacent streets.

Protests

1. Protest can only be filed involving ineligible players. Protesting an official's judgment will not be considered.
2. If a player is thought to be ineligible, the game shall be completed. The game will be forfeited automatically if the player is found to be ineligible.
3. Protest must be made immediately before the next pitch to the umpire and the scorekeeper to be valid.
4. Protests that shall be received and considered are:
 - a. Misinterpretation of a playing rule.
 - b. Failure of an umpire to apply the correct rule to a given situation.
 - c. Failure to impose the correct penalty for a given violation.
5. Protest must be filed within 24 hours to the Recreation Department. A formal protest must contain the following information:
 - a. The date, time and place of game
 - b. The name of the umpire and scorer.
 - c. The rule and section under which the protest is made.
 - d. The decision and conditions surrounding the making of the decision.
 - e. All essential facts involved in the matter protested.
6. The decision made on a protested game may result in one of the following:
 - a. The protest found invalid and the game score stands as played
 - b. When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.
 - c. When a protest is allowed for ineligible player is allowed, the offended team shall be credited with a victory. (Forfeit score 7-0).
7. The ejection of a player is not a ruling that is eligible for protest.

SCMAF Blood Rule

1. A player, coach, or official who is bleeding, or who has an open wound, or had blood on their body or cloths, shall be prohibited from participating further in the game, until appropriate treatment has been administered.

2. If first aid is required for a player, the player must immediately be removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach or official will not be permitted to participate unless:

- A. All bleeding has stopped.
- B. Any exposed cut/scrape, which has bled, is completely covered.
- C. Excessively bloody uniform is changed. Teams are recommended to have a spare jersey available at games if needed.

Alcoholic Beverages

Alcoholic beverages are not permitted on school district property, on public property, in Parks and Recreation facilities or programs. The Department has a **no tolerance** policy for drugs or alcohol.

Smoking

There is a **NO SMOKING POLICY** on the entire campus.

FOR LEAGUE INFORMATION

(562) 431-2527 Ext. 1307

FAX (562) 430-3498

Contact Person: Kevin Ortiz, Recreation Coordinator

kortiz@sealbeachca.gov