



OWENSBORO PARKS & RECREATION CORPORATE MINI LEAGUES ADULT KICKBALL RULES

owensboroparks.org

OBJECTIVE

The objective of the City administered Corporate Challenge Mini League shall be to promote and maintain a variety of sports in Owensboro and Daviess County under conditions most favorable to the enjoyment of the game and to the development of good citizenship and a spirit of cooperation between the players, officials, spectators, and managers.

DIVISION

- Coed Recreational Kickball

LOCATION

- The Owensboro Softball Complex, Jack C. Fisher Park

FORFEIT TIME

5 minutes grace period. If a team fails to show up after the grace period has expired, a forfeit will be declared.

GENERAL RULES

- The pitcher and all fielders must stay behind the pitching stripe until the pitcher releases the ball.
- 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.
- All fielders must stay out of the baseline – fielders may have their foot on the base, but must lean out of the baseline.

EQUIPMENT

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

TEAMS

- Teams must field at least eight (8) players and no more than eleven (11).
- Teams must field a minimum of three (3) females. Two would play the infield, one the outfield, or vice versa.
- If fielding 11 players, one player must play the position of catcher.
- Lineup – Teams shall alternate their lineup between male & female (i.e. male, female, male, female, etc.).
- Each team shall have one Captain who will be responsible for the team.
- Team captains must ensure that:
 - a. all team players present must kick.
 - b. all team players must kick in the written scorebook order.
 - c. only the Captain may dispute calls.
- Two members of the team must 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.

GAMEPLAY

- Regulation games last six (6) full innings, with a time limit of 45 minutes (whichever comes first). In the event of a tie score at the end of the game, one (1) additional inning will be played.
- Run Rules: 12 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.
- A game called off after four (4) full innings of play shall be considered a regulation game.
- A team failing to field at least eight (8) players at game time will forfeit the game. A forfeit shall count as a loss.

PITCHING/CATCHING

- No bounces (umpire's discretion).
- A pitch that is higher than one foot at the plate, and called as such, results in a ball.
- The pitcher must pitch from the rubber.
- 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.

KICKING

- All kicks must be made by foot.
- All kicks must occur at or behind home plate.
- A kick in front of home plate is called a foul.
- A ball is considered foul that does not pass the imaginary diagonal line from 1st to 3rd base. A ball fielded while rolling between the foul lines, regardless of whether it has crossed the diagonal line from 1st to 3rd base, is a fair ball.
- Bunting is not allowed. All finesse kicks must make it past the designated live ball line.

FIELDING

- Fielders are allowed to move freely once the ball is released by the pitcher.
- Fielders must stay out of the baseline.
- Fielders trying to make an out on base may have their foot on base but must lean out of the baseline.

RUNNING

- Runners must stay within the baseline.
- Runners hindered by any fielder within the baseline shall be safe at the base to which they were running.
- Neither leading off base nor stealing a base is allowed.
- Any runner hit above the shoulders is safe and advances one (1) base.
- If the runner intentionally uses the head to block the ball, and is called by the umpire, the runner is out.
- 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 run through first base.
- One base on an overthrow that is out of play.

STRIKES

- A count of three (3) strikes constitutes an out.
- A strike is a pitch within the strike zone either not kicked, or else missed by the kicker.

BALLS

- A count of four (4) balls advances the kicker to first base.
- A ball is:
 - A pitch outside of the strike zone

- An illegal bounce
- Any fielder or pitcher advancing on home plate before the ball is kicked
- Any catcher crossing home plate before the kicker or failing to field behind the kicker.

FOULS

- A count of three (3) fouls constitutes an out.
- 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

OUTS

- A count of three (3) outs by a team completes the team's half of the inning.
- An out is:
 - A count of three (3) strikes or three (3) fouls
 - A runner touched by the ball at ANY time while not on base
 - Any kicked ball (fair or foul) that is caught in the air
 - A ball tag on a base to which a runner is forced to run
 - A runner off of his/her base when the ball is kicked

BALL IN PLAY

- Once the pitcher has the ball in control and on the mound the play ends.
- If a runner intentionally touches or stops the ball, the play ends.

DESIGNATED RUNNER/POSITIONS

1. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex.
2. If the participant later returns to play, the participant must be inserted in the same fielding and kicking order position previously held.
3. If a player is ejected, injured, or becomes ill and cannot continue, the lineup will continue in the same formation, without the removed player.
4. The pitcher may only be replaced on the mound once per inning.

INCLEMENT WEATHER

1. All games must be played as scheduled unless postponed due to inclement weather or wet field conditions.
2. All players can check the status of game cancellations via our cancellation line at 270-687-0000, Facebook, and/or text messages.
3. If inclement weather occurs after 5:00 p.m. managers, or the second point of contact, should call the Parks & Recreation Department cancellation line at 270-687-0000 to confirm that games are canceled. We will also make efforts to contact team captains directly if a late notice on game cancellations arises. Postponed games will be played as rescheduled.
4. **It will be the team manager's responsibility to check on times and dates of rescheduled games.**
5. The Parks & Recreation Department will post updated schedules to the website and/or the bulletin board outside the athletic field house.
 - a. The Parks & Recreation Department will not individually notify each team manager of the make-up schedule.
 - b. If a make-up game is forfeited because a team did not call to check on the scheduled time, it will stand as a forfeit.
6. Make-up games may be scheduled on nights other than the regular league playing night.
7. Teams will be expected to make up games on the dates set.

THUNDER AND LIGHTNING POLICY

1. Parks & Recreation personnel on duty will monitor the weather situation.
2. Games will be put on a 30-minute delay at **first sound of thunder or first sight of lightning.**
 - a. Once declared a 30-minute delay, visitors must go to a safe shelter such as a vehicle.

CONTACT INFORMATION

Parks & Recreation Cancellation Line	270-687-0000
Website: owensboroparks.org Facebook: Owensboro Parks & Recreation Instagram: @OwensboroParks	Please follow us on Facebook and Instagram and visit our website to find out more about all the City's parks and programming.
Bryson Morrow, Recreation Facility Manager	Office: 270-687-8725 E-mail: bryson.morrow@owensboro.org