



**Pinnacle Athletic Campus**

7600 Pinnacle Rd.

Victor, NY 14564

(585) 433-2930

**ADULT KICKBALL TOURNAMENT RULES**

**1. The Playing Field**

- a. The field shall be established on the Pinnacle Athletic Campus indoor turf fields in accordance with the following provisions which equal the dimensions of a regulation softball field.
  - i. The kickball diamond is a square with equal sides of 60 feet with a base at each corner.
  - ii. The pitching rubber is in the center of the diamond 42 feet from home plate and directly aligned with the 1st-3rd base diagonal line.
  - iii. The pitching mound extends 12 feet from the center of the pitching rubber.
  - iv. The kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Lines extending forward from the sideline cones perpendicular to the front of home plate make up the sides of the kicking box. The area directly forward the kicking box is fair territory. The kicker is not required to start in the kicking box; however the kick must occur within the kicking box.
  - v. The foul lines are fair territory.
- b. The strike zone is a three-dimensional irregular pentagon based on the shape of the home plate and is one (1) foot in height. The front of the zone aligns with the front of home plate. The sides of the zone extend one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate.
- c. Any player or Pinnacle Staff wholly or partly in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when wholly in foul territory. A player jumping from fair territory is in fair territory while in the air. A player in foul territory does not extend foul territory by jumping or reaching into fair territory.

- d. Upon notification to Pinnacle Staff of any improper field set up, the field layout shall be corrected before the beginning of the next pitch. Protests based on field set up will not be considered.
- e. Sideline Area - Prior to the pitch, no participants or spectators may be in the sideline area except for the kicker, the catcher, Pinnacle Staff, and designated base coaches. After the kick, fielders and base runners in the process of playing the game may also occupy the sideline area.

## **2. Equipment**

- a. While participating, players must properly wear their t-shirt of a matching color to the rest of their team.
- b. INDOOR athletic shoes are required. OUTDOOR CLEATS are NOT ALLOWED.
- c. The official kickball is World Adult Kickball Association kickball, measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.
- d. All play attire is an extension of the player.

## **3. Officials/Pinnacle Staff**

- a. Games must be officiated by at least one authorized Pinnacle staff member. When available an extra Pinnacle staff member will assist the head staff member.
- b. Prior to each game, the Pinnacle staff member must conduct a meeting with the captain of each team, to address any ground rules in effect, to ensure the exchange of team lineups, and to identify the designated captains who will be authorized to discuss calls with the Pinnacle staff during the game.
- c. Pinnacle staff have the jurisdiction over play and may:
  - i. Call a timeout.
  - ii. Penalize a player, including game ejection, for any reason. This includes but is not limited to unsportsmanlike conduct, fighting, delay of game, and verbal abuse. Ejected participants must leave the field area and may not return to the game.
- d. Pinnacle staff must keep a record of the final game score.
- e. Pinnacle staff may make rulings on any points not specifically covered in the rules (at the time of occurrence). The ruling shall not be deemed as a precedent of future rulings.

## **4. Player Eligibility**

- a. All participating players must appear on written lineups prior to the start of the team's first game of the tournament.

- b. Players participating in each game must appear on written lineups reflecting that game's kicking order, to be exchanged between captains of each team before play begins.
  - i. A claim of improper kicking order must be made to the Pinnacle staff member who will make the final determination. Such a claim must be made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker. The burden of proof rests upon the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the wrong kicker.

## **5. Teams**

- a. Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning.
- b. While fielding, each team must field at least eight (8) and no more than ten (10) players, which must include one pitcher and one catcher at any time during the game.
- c. For a given game, each team shall have one captain who is responsible for the team. The captain may discuss calls with the Pinnacle staff, but must accept the Pinnacle staff's final ruling. Other players besides the captains that dispute calls with the Pinnacle staff are subject to ejection from the game.
- d. Teams must field a minimum of two (2) female players at any time during the game. Teams that play with less than two (2) female players will forfeit that game.

## **6. Base Coaches**

- a. Two members of the team at kick may coach first and third base, switching as needed with other team members as required to remain in the proper kicking order.
- b. Base coaches must remain in foul territory and may not physically assist runners while the ball is in play.

## **7. Tournament Format**

- a. The competition will be played in "round-robin" group play format. Each team will play a total of three (3) games against opponents. Three (3) points are awarded for a win; one (1) point is awarded for a tie; no points are awarded for a loss.
- b. Two (2) teams from each group with the highest combined point totals from the three (3) group play games will advance to the knockout portion of the tournament. Bracket-style single-elimination games will be played among the remaining teams until there is one team remaining, who will be deemed the tournament champion.

## **8. Regulation Games**

- a. Regulation tournament games will last four (4) innings.
  - i. In the event of a tie score at the end of the game, the game shall be marked as a tie.
  - ii. If the home team already leads the game when the bottom of the final inning is reached, that team wins instantly and the game is over.
  - iii. If the home teams take the lead during the bottom of the final inning that team wins instantly and the game is over.
- b. In the event that a team is leading by ten (10) runs or more after two (2) innings, a “ten-run-rule” will be implemented and the leading team wins instantly and the game is over.

## **9. Pitching, Catching and Fielding**

- a. Balls must be pitched by hand. There are no restrictions on pitching style.
- b. Proper field position must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker. Failure to be properly positioned will result in positioning warning to the team that caused the infraction. After the infraction, the kicker will be rewarded a base.
  - i. Proper field positioning is:
    - 1. All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal line.
    - 2. The pitcher must start the act of pitching with at least one foot on the pitching rubber.
    - 3. The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion. The kicker may not initiate a position violation through maneuvers judged by the Pinnacle staff to be deliberately tricky or unsportsmanlike.

## **10. Kicking**

- a. 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.
- b. All kicks must occur:
  - i. At or behind home plate. The kicker may step of home plate to kick, however no part of the planted foote may be in front of the edge of the home plate

- ii. Within the kicking box; the kicker must have at least a portion of the played foot within the kicking box during the kick. The kicker may line up outside of the kicking box.

## **11. Running and Scoring**

- a. Runners must stay within the baseline. Any runner outside the baseline is out.
  - i. Runners may choose their path from one base to the next, and may follow a natural running arc.
  - ii. When attempting to avoid the ball tag, runners may move no more than four (4) feet out of their established path.
- b. Obstruction - Fielders must stay outside of the baseline. 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 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 the base while the ball is still in play.
- c. Neither leading off base, nor stealing are allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.
- d. 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 deemed to have done so by the Pinnacle staff, the runner is out.
- e. All ties go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if in fair territory.
- f. Running past another runner is not allowed. The passing runner is out.
- g. A run scored when a runner touches home plate before the third out is made, EXCEPT that no run score when the third out is made during a force play situation, or when the kicker is out before touching first base. At the end of a game the team with the most runs wins.

## **12. Strikes**

- a. A count of three (3) strikes is an out.
- b. A strike is:
  - i. A pitch that is not kicked and is not called a ball that enters any part of the strike zone.
  - ii. An attempted kick missed by the kicker inside or outside of the strike zone.
  - iii. A kick made outside the kicking zone.
  - iv. Foul balls are never counted as strikes.

### **13. Balls**

- a. A count of four (4) balls advances the kicker to first base.
- b. A ball is:
  - i. A pitch outside the strike zone where a kick is not attempted.
  - ii. A pitch that does not reach the ground at least twice or roll before reaching the kicking box.
  - iii. A pitch made by the pitcher where the pitcher is outside proper fielding position (that is, off the pitching rubber).

### **14. Fairs and Fouls**

- a. A count of four (4) fouls is an out.
- b. A foul is:
  - i. A kicked ball first touching the ground in foul territory.
  - ii. A kicked ball first touching a fielder or Pinnacle staff wholly in foul territory, while the ball is over foul territory.
  - iii. A kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing the 1st-3rd base diagonal line.
  - iv. A kicked ball landing in fair territory, then entering foul territory before crossing the 1st-3rd base diagonal line, and touching a fielder or Pinnacle staff wholly in foul territory.
  - v. A kick made on or above the knee.
  - vi. A kicked ball first kicked outside of the kicking box.
  - vii. A kicked ball first touching a permanent object, such as a fence, or netting.
- c. A fair ball is:
  - i. A kicked ball landing and remaining in fair territory.
  - ii. A kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd base diagonal line.
  - iii. A kicked ball first touching a player or Pinnacle staff in fair territory.
  - iv. A kicked ball first landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory.
  - v. A kicked ball that touched a runner before touching the ground in foul territory.
  - vi. A kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory.

### **15. Outs**

- a. A count of three (3) outs by a team completes the team's half of the inning.
- b. An out is:
  - i. A count of three (3) strikes or four (4) fouls.

- ii. Any kicked ball (fair or foul) that is caught by a fielder before reaching the ground.
- iii. A force out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base.
- iv. A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play.
- v. A kicker or runner that interferes with the ball.
- vi. A tag of base by any part of a fielder's body, while the fielder has control of the ball, before the running originating at that base can tag-up as required due to a caught ball.
- vii. A runner off base when the ball is kicked.
- viii. A runner physically assisted by a team member during play.
- ix. Any kicker that does not kick in the proper kicking lineup.
- x. A runner that passes another runner.
- xi. A runner outside the baseline.
- xii. A runner who misses a base, as called by Pinnacle staff upon the conclusion of the play.
- xiii. A runner touched by the ball while on the base they are forced to vacate by the kicker becoming a runner.

## **16. Ball in Play**

- a. Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may only advance one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.
- b. Interference is:
  - i. When any non-fielder or non-permanent object except a Pinnacle staff or runner touches or is touched by a ball in play in fair territory. This interference causes the play to end and the runner shall proceed to the base to which they were headed.
  - ii. When any runner on or off base intentionally touches a ball, or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came unless forced to advance.
  - iii. When any kicker intentionally touches a ball pitched by hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to

end, the kicker to be out, and any runners shall return to the base from which they came.

- iv. During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

### **17. Injury and Substitutions**

- a. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held.
- b. If a player is ejected, injured, or becomes ill and cannot continue, the written kicking order will continue in the same formation, less the removed player. There is no “automatic out” when the removed player’s spot in the order is reached.
- c. Injured players who do not kick shall not play in the game.
- d. Any player removed from the game for injury or illness must be noted on both teams’ written kicking order and mentioned to the Pinnacle staff.
- e. The pitcher and catcher positions may only be replaced once per inning each, unless injury forces another substitution.
- f. Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions. A runner may be substituted no more than twice during the game. Upon the second substitution the player will be removed from the game and no longer be allowed to participate.

### **18. Other**

- a. The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, Pinnacle staff will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules. These rules are mandated through Pinnacle Athletic Campus and are subject to change without notice.