

The Colony Parks and Recreation Department

Adult COED Kickball Rules



Revised 4/11/2025

The Colony Adult Kickball league is intended to be a fun league for all participants. The rules have been written in such a manner that allows for all involved to experience an exciting and fun league. The intent of the kickball league is of a recreational nature with as few restrictions as possible.

1. Team Manager Responsibilities:

- Team managers should notify all team members of changes & updates to the game schedule
- Team managers will be responsible for notifying Parks & Recreation Athletics Office of any intention to forfeit a game by 5pm on game day. You can notify Kacy George by calling 972-624-3950 or emailing playtcsports@thecolonytx.gov

2. Jerseys:

- Players can wear any athletic clothing they choose.
- Jerseys do not have to match, but should be like in color; there are no number requirements.
- No open-toed shoe/sandals are allowed.
- Absolutely no metal cleats or spikes of any kind.

3. Rosters:

- All players must be at least 16 years of age
- Teams can have up to 20 players on their roster and can add and delete players up until the 3rd week of the season
- All players must be registered through the Amilia software
- Rosters will be kept at the fields with the facility supervisor, additions to rosters must be done before games begin that week at least 1 business day in advance.
- Teams are permitted to temp loan / share players if the other team is short for purposes of limiting forfeits. During playoffs teams are permitted to temp loan / share only female players, in the event a team is short female players. (Not permitted to loaning male players)
- Loan / share players must sign a roster addendum for the new team prior to playing with that team. Roster addendum will be available with the facility supervisor. Both player and team manager must sign for it to be approved.
- Roster will be locked after the 3rd week of the regular season, after that players may not be added for the playoffs.
- The 1st, 3rd, and 7th week teams will be subject to a mandatory roster check. All players must check-in before game time for roster approval.

4. Playing Field:

- Base paths will be 60 feet
- Pitching rubber will be at 40 feet
- One solid white line will be marked 20 feet in front of the plate indicating a "no bunt" area. Balls that do not pass this line will result in an out, if a defensive player gains control of the ball by picking it up before any part of it touches or crosses the line then the kicker will be out.

- A second white arc line will be marked at 40 feet indicating all defensive players must stay behind this line until the ball is kicked.
- At the 40ft arc where it intersects with the foul line on left field is the commitment line. Once the runner crosses the commitment line they must continue the route towards home plate, they cannot run back to 3rd base.

5. The Game:

- Teams will play 7 innings or 45 minutes, whichever comes first.
- In the case of inclement weather, a regulation game is 4 complete innings. In the event of a weather cancellation prior to 5 completed innings, the amount of time left on the clock will be recorded and the game will be rescheduled and resumed starting with the ½ inning not completed.
- If a game is only delayed due to weather, when the game resumes it will be played until 4 innings have been completed. At that time the result will be final.
- Infield Fly rule will not be in effect.

6. Run Rule:

- 20 runs after 4 innings
- 15 runs after 5 innings

7. Pitching:

- In an effort to equalize play and to eliminate excessive speed and extreme bouncing pitches, **each team will provide their own pitcher.** The defense will also provide a pitcher position for fielding purposes
- Once the offensive team's pitcher has released a pitch they must make every effort not to hinder the play on the field. They must get out of the way of a kicked ball and allow the defensive players to catch, field and throw the ball. If, in the opinion of the umpire, the pitcher makes an effort but still cannot avoid being hit by a kicked ball then the play will continue and the team in the field should consider it "a live ball". If in the umpire's judgement the pitcher did not make an effort to avoid a kicked ball or hindered the defensive player(s) in any way then the kicker is declared out and all runners must return to the base previously occupied.
- **The ball must be delivered in an underhanded motion and released before the pitcher crosses the pitching rubber.**

8. Kicking:

- Each kicker will only receive a maximum of three (3) pitches
- Within 3 pitches if a kicker does not put a ball into play they will be declared out
- No bunting or kicking the ball twice
- All balls that are kicked must go beyond the designated "no bunt" line or the kicker will be ruled out. If a defender gains control of the ball by picking it up before any part of it touches or crosses the line then the kicker will be out.
- Kickers must strike the ball with their foot and cannot kick the ball until it crosses the white line in front of home plate, the ball may be kicked anywhere behind this line. There will be no kicking "box". If a ball is kicked in front of this line the batter will be declared out. **BUNTS BY EITHER GENDER WILL**

9. Pinch Runner:

- A pinch runner will be allowed when the umpire has determined that a player is injured and a pinch runner is warranted. Pinch runners are only allowed in the event of an injury. The pinch runner must be of the same gender of the player that is being replaced in noted in the line-up.
- If a player is removed from the lineup due to an injury they will not be able to reenter the game

10. Base Running:

- No lead-offs or stealing will be allowed. If this happens an automatic out is incurred on the kicking team.
- A second home plate will be used during game play. The runner will run to the second home plate, if the runner runs to the regular home plate instead of the second home plate, they will be called out. The catcher will remain on the regular home plate, plays made at home plate will now all be force-outs. If a runner returns to third base after passing the commitment line (a marking extended from the pitching arch), the runner will be called out, and the ball will remain live.

11. Fair and Foul Balls:

- The criteria for fair and foul balls will correspond with the rules of softball. Any ball that first lands on the foul side of the line and remains outside the foul line past first/third base will be ruled a foul ball. Balls that first land in the field of play, or on the chalk or painted line will be considered fair and in play.

12. Line-ups:

- Games must begin with at least eight players (4 male / 4 female). If a team at any point only has 7 available players, then that team will forfeit.
- Line ups must alternate gender.
- Team Managers may bat/kick twelve (12) players by utilizing two (2) extra kickers (EK). They must be one male and one female. Any ten (10) players, five (5) male and five (5) female can play defense. There must be the same amount of each gender on the field when playing defense.
- Teams that play with less than 10 players will take (2) Two automatic outs at the bottom of their kicking order

13. Defensive Field Position:

- Teams will not be allowed to have more than six (6) players positioned **ON** the 40 foot mark in the infield at the time of the pitch (you are permitted to have as many players as you'd like on the infield as long as they are not on the 40 foot mark at the time of the pitch)
- All defensive players must be positioned behind the pitcher (white ark/40 foot mark) at the time of the pitch, and may not charge forward of the pitcher until the ball has been kicked
- The pitcher and catcher do not have to be of the opposite gender
- The catcher position must stand to the left or the right of the kicking box, they may not stand behind the kicking box or in front of the home plate line extended before the ball is kicked. (EVERY TEAM MUST PROVIDE A CATCHER)
- Catchers can move backwards but not forwards at the time of pitch

14. Tagging/Throwing Area:

- The legal tag and throwing area will be from the shoulder and below. Absolutely NO THROWS TO THE HEAD ARE ALLOWED. Effect: A dead ball will be called and the runner hit in the head will be awarded the base they are attempting to reach and one (1) extra base; other runners move up as needed. Exception: base runners that are hit above the shoulders due to them ducking or sliding to avoid being tagged out will also be called out unless their body reaches the base prior to being hit.

15. Player is Out:

- A player is out when 3 pitches have been delivered and the kicker was unable to get the ball in play
- When a player is hit with a thrown ball (below the shoulders) while off base.
- Tagged out or forced out going to a base (the legal tag area will be from the shoulder down)
- Their kick is caught by a defensive player in the air before it touches the ground

16. Substitutions:

- Free substitution for any player on roster; must be for the same gender (male for male, female for female).

17. Tie Game:

- In the event of a tie score between the playing teams at the end of forty five (45) minutes of play or seven (7) innings, one (1) complete additional inning (TOP & BOTTOM) will be played. During the extra inning, the last out of the team kicking from the previous inning, will go onto 2nd base (similar to a California Tie-breaker). If at the end of the extra inning both teams are still tied, the result of the game will go down as such. *Each player will receive one roll to kick it past the 10ft. mark. Full 3 outs will be administered before the other team kicks*

18. Game Balls:

- Teams are required to provide a game ball (10" Waka or Baden brand ball). If both teams do not provide a kickball at the game, one will be provided by the league to use.

19. Sportsmanship:

- Ejection of a player, coach, etc. may result from remarks to or about opposing players and officials, or anyone who commits other acts that could be considered unsportsmanlike. Penalty will be ejection from game and grounds, including parking lot. Player has 1 minute to leave the facility or the offending player's team will forfeit. Any player ejected from a game will receive an additional (1) game suspension. The additional game suspension will be the next played game by the player's team. Any players ejected for a second time during the season will be removed from the remainder of the season. Note: the aforementioned suspensions will be the minimum penalty enforced and may be increased in each situation based on the player's attitude and actions decided by the athletics supervisor. A player that is ejected or suspended may not be on the field or at the softball complex under any circumstances during his/her suspension.
- Physical assault or verbal threats of any kind by a player or spectator on an umpire/scorekeeper or another player or spectator will result in immediate removal of that player or spectator from the game and grounds by police, and will be suspended from The Colony league. The umpire may forfeit the game if attacked physically by any member or spectator. Members ejected for fighting will be suspended immediately from league play for a period of 1 yr. from date of incident (no exceptions). Prior to re-entry, the player(s) must contact the Athletics Supervisor/Coordinator who will make the final decision whether the player will be allowed in the league. Harassment of an employee at any time can result in being suspended from the league, as decided by the Athletics Supervisor/Coordinator. Any person that physically assaults an umpire/parks and recreation staff will be charged with assault.

20. Protests:

GAME PROTESTS

Game protests shall be made in writing via protest form to the Colony Parks & Recreation's Athletic Department. All protests must be accompanied with a \$50.00 cash payment. If their protest is upheld, the fee will be returned. Judgment calls by the official shall not be protested. Protests of any other type shall be made at the time of incident. Protests will not be accepted after game completion.

PROTESTS

- Umpires will work to settle all situations on the field/court.
- Protests will be allowed for age violations, roster verification, & rule interpretations only.
- Protests must be declared to the official and to the TCPARD Staff on duty immediately following the dispute.

- If a call to be protested is the last recorded out of a game or on a game ending play, the protest MUST be filed prior to the official and the protesting team leaving the field/court of play. No protest will be allowed following the game. Officials and League Staff will rule on all protests and their decisions shall be final.
- A protest based on a play which involves an official's judgment shall not be permitted
- Any team coach or other adult leader who withdraws a team from the playing field/court under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

If you would like to follow up on a Protest or if there are any questions, comments, or concerns;
Contact: **playtcsports@thecolonytx.gov**

21. Complex:

- Alcoholic beverages and tobacco products are prohibited at BB Owen Softball Complex per city ordinance.
- No practice allowed on the fields without a paid reservation
- No dogs are allowed on playing surfaces, dugouts or pitching cages.
- All music played out on the fields MUST be clean versions off all songs. (No curse words)

22. Standings:

- These tie breakers will be used to determine team standings:
 - a. Winning percentage
 - b. Head-to-head
 - c. Total runs differential (max 10 points)
 - d. Total runs against
 - e. Lowest Number of Forfeits
 - f. Coin toss
- In all forfeits the score will be recorded as 9-0 in favor of the non-forfeiting team
- Teams will be removed from the league if they forfeit 3 games in a row or forfeit a total of 4 games in a season. Decisions regarding removal of teams will be left up to the discretion of the Athletics Supervisor.

The Colony Parks and Recreation Athletics office reserves the right to add, delete and amend its adult kickball rules and regulations at any time for the betterment of the league.

