



## OFFICIAL RULE BOOK

### KICKBALL - Revised - Spring 2025

[www.PlayMoreNJ.com](http://www.PlayMoreNJ.com)

#### 1. **EQUIPMENT/FIELD**

- 1.1. **KICKBALL:** 10 Inch Rubber Kickball
- 1.2. **FOOTWEAR:** **No Metal Spikes or Flip Flops Allowed**
- 1.3. **PITCHERS MOUND:** 50 Feet from Home Plate
- 1.4. **SAFETY HOME PLATE:** 8 Feet from Home Plate
- 1.5. **BASES:** 65 Feet from Base to Base

#### 2. **CONDUCT/PARK POLICIES**

- 2.1. **PLAYER CONDUCT:** We have a zero tolerance for verbal or physically aggressive behavior towards the opposition, umpire, staff, or the park staff. If you can't interact with the umpire or opposing team in a rational, reasonable manner when a question regarding a rule comes up - you won't be welcome to play in the league. Be a good human or I will suspend you or find a league that is ok with that kind of behavior. Captains - you are responsible for the players on your team. Know all the players on your team and make sure they know how to act.
- 2.2. **DISCIPLINARY ACTION:** As we see fit, we will issue probations, suspensions, or expulsions for any players that engage in inappropriate behavior or that violate park rules.

- 2.3. **PARK RULES:** Please make sure your players are aware of Park rules that must not be violated and which will be met with discipline.
- 2.3.1. **GAMES AT LINDENWOLD - No Vaping, Smoking, Drinking at this Park. STRICT RULE**
- 2.4. **TRASH:** Leave no trash behind - throw out trash. Please make sure you take any cans with you.
- 2.5. **LANGUAGE/CHILDREN:** When children are in the area - please use appropriate language when they are present with their families.

3. **LEAGUE POLICIES**

- 3.1. **AGE:** All players must be at least 18 years or older. Captains, you are responsible to make sure all players are of the correct age. Any player found playing under the age of 18 will be removed from the league. The league will also issue a one game suspension to the Captain if this occurs.
- 3.2. **WAIVERS:** All players must sign a waiver in order to be able to play. Captains are responsible to make sure that all players have signed a waiver.

4. **UMPS**

- 4.1. **QUESTIONING A CALL:** Interactions with the Umpire: Only a captain may discuss a call with an umpire. And discussions are expected to be done in an appropriate tone and reasonable manner. No other player may enter into a dispute with the umpire. PlayMore reserves the right to suspend any player that acts in an inappropriate manner towards game officials - or that chooses to question an umpire all game about calls.

5. **GAME PLAY RULES**

- 5.1. Games are played 9 on 9.
- 5.2. **GENDER REQUIREMENTS:** In order for a game to be official, at least 1 male and one female player must be in the lineup and in the field for a game to be an official coed game.
- 5.3. **MAX GUYS:** Teams may only play a max of 6 guys in the field as well as 6 in the top 9 of the lineup. Teams may bat more than 6 guys, but any additional male batters (7 or more) must bat outside of the top 9 spots in the lineup.
- 5.4. **MISSING FEMALE:** If a team has less than the 3 required females, the following rules go into place:
- 5.4.1. **ONLY 2 FEMALES:** If a team has only 2 females, the 2 females need to be in the top 9 of the lineup. The missing 3rd girl will need to take a spot in the batting order in the top 9 (it can be any spot in the top 9). When that spot comes up (the missing female player) an out will occur at that point in the lineup. Defensively, the team will only play with 8 players in the field (6 guys, 2 females)
- 5.4.2. **ONLY 1 FEMALE:** If a team has only 1 female, the 1 female needs to be in the top 9 of the lineup. The missing 2nd and 3rd girl will need to also take spots in the batting order in the top 9 (it can be any spot in the top 9). When each of those spots comes up (the missing female player) an out will occur at that point in the lineup. Defensively, the team will only play with 7 players in the field (5 guys, 2 females)
- 5.5. **LINEUP: REQUIRED:** Teams must submit their batting lineup (in writing or text) to the other team. This will be used for any disputes about batting order later in the game. Teams that do not turn in a lineup will not be able to dispute an umpire's decision or anything lineup related to their team.
- 5.5.1. **HOW LINEUPS WORK:** At the start of the game you need to set a batting order. Your lineup should have 3 females in the Top 9 of your batting order - and you can bat as many as 15 players total. If any players arrive late - you can add them to the end of your lineup as long as you have not already batted around your order once. Once you bat through the order, you cannot add late players at the end.
- 5.6. **COUNT:** Games will be played with a 0-0 Count. Plate is a strike. No strikes to Give (if you kick a foul with two strikes, you are out)
- 5.7. **AUTOMATIC WALK (Female Batters):** Male Batters: If a male kicker is walked (intentionally or unintentionally) with a female kicker on deck, the female kicker will have the option to kick or take 1st base (walk). In order for this rule to apply, the female kicker must have been the kicker on deck prior to the at bat (cannot be moved into that spot to take advantage of the walk).
- 5.8. **COURTESY RUNNERS (A):** Teams are allowed to use an unlimited amount of pinch runners each inning - they must be gender for gender. A pinch runner can only be used once per inning (once a pinch runner comes in, they can not be used again to pinch run in that same inning). Use of pinch runners twice in the same inning will result in an out being assigned to the current player at bat. If a pinch runner is stuck on a base when their spot in the order comes up, the team will take an out for that at bat.
- 5.9. **FIELDING & PITCHING:**

- 5.9.1. The pitchers may pitch within the 5 foot circumference of the pitcher's mound. Umpires will reserve the right to ask a pitcher to move back if they are too close.
- 5.9.2. **KICK LINE:** There is an imaginary line from first to third base
  - 5.9.2.1. **MALE KICKIERS:** When a male is kicking, outfielders must start in the outfield until the ball is kicked. Infielders can start anywhere on this at bats.
  - 5.9.2.2. **FEMALE KICKERS:** When a female is kicking, outfielders must start in the outfield. Infielders may not cross the imaginary line from 1st to 3rd base until the ball is kicked. Pitchers can if their natural momentum makes them. This will be the umpire's digression. After the ball is kicked, players are allowed to go wherever they want.
- 5.9.3. The catcher must be on or behind the safety bag until the ball is kicked.
- 5.9.4. Balls must be pitched by hand. All pitched balls must be pitched with a "slow roll". If an umpire decides the ball is rolled too fast, he/she will call it "illegal" and the pitch will be deemed a ball. **No speed pitching, no curves.**
- 5.9.5. Outfielders must start the at-bat in the outfield/grass area. They are not allowed in the infield until the batter has kicked the ball into play.
- 5.9.6. Headshots: Head shots are illegal if the umpire declares it an intentional head shot. Some players may accidentally hit someone in the head due to poor accuracy. In order for a play to be ruled a headshot - the runner must be upright with their head at the normal height when standing (think a charge in basketball). If the runner is ducking or has their head significantly lower than where it normally is - a play cannot be a headshot. If the umpire does rule a play a headshot, the runner will be safe. The throwing team will be issued a warning with any future (intentional) head shots resulting in an ejection.
- 5.9.7. Kicker can be thrown out at the base or pegged out, however runners cannot be tagged out to avoid any possible injuries.
- 5.9.8. Peg Out: All peg outs must occur via a thrown ball. No peg out can occur from a kicked ball. **NEW: Peg Outs will now count as an out for all throws (minus intentional head shots) that make contact with a runner (in the air or on the bounce as well).**
- 5.9.9. Fielders may not kick a ball out of play to stop a runner from advancing. This would result in a 2 base advancement for the runner (from the last bag that they claimed).
- 5.9.10. Fielders may kick a ball in, however you cannot kick a ball in to peg a runner out. All peg outs must be thrown.
- 5.9.11. Tag outs are not allowed for safety reasons (you cannot possess the ball and use it to make contact with a runner to secure the out).
- 5.9.12. **TIME IN (UPDATED):** To try to eliminate any confusion, umpires will now only call time when the pitcher has the ball back AND they are at their natural playing position (pitching mound area).
- 5.10. **KICKING:**
  - 5.10.1. **NEW:** Kickers will need to kick the ball in the batters box. Since the fields do not have an official batters box, we will use the following:
    - 5.10.1.1. **LINDENWOLD:** Kickers will be allowed to kick up to the start of the grass line. All kickers will need to make contact with the ball before the grass. Any kickers that make contact with the ball past the start of the grass will be ruled a strike.
    - 5.10.1.2. **MARLTON:** At this field, the umpire will spray paint a small mark about 2 feet in front of home plate. All kickers will need to kick the ball before that line. Any kick that takes place above that line will be ruled a strike.
  - 5.10.2. 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.
  - 5.10.3. **ALL KICKS** must go past (not at) the imaginary line from 3rd base to 1st base. Any kick that does not go past the imaginary line will be ruled a strike.
    - 5.10.3.1. If a kicker has 2 strikes on them and kicks a ball that does not reach the line, the strike issued to them will count as a third strike (out).
- 5.11. **INJURY:** If a player in the line-up must be removed from play due to an injury, there will be no penalty (out) given. The player may not reenter the game. If a player is removed from play for any other reason, including ejection or leaving the game early, and there is no substitute to take that player's position in the line-up and on the field, there will be an out given at that player's position in the line-up. Game play may continue with an out in the line-up. If this happens in the first game of a double header, the player can again play if healthy in the 2nd game.

- 5.12. **LATE ARRIVING PLAYERS:** A player who arrives after the game has started can be added to the very last spot of the batting order. The opposing team and coach **MUST** be notified. The ump may issue an out to the team at the start of the next inning if they forget to do so.
- 5.13. **SUBSTITUTIONS:** Players in the lineup may switch defensive positions as often as they like. Players not in the line up must officially be substituted into the game. The incoming player will take over the batting spot for the departing player (which is now out for the game).
- 5.14. **BASE RUNNING & SLIDING:** Batters may overrun 1st base. Sliding is permitted when entering a base, however it is the **RESPONSIBILITY OF THE RUNNER** to enter the base in a safe manner such as they do not make intentional contact with the defensive fielder. Any excessive contact or unnecessary collision, as deemed by the umpire, will result in the base runner being called out and/or ejected from the game.
- 5.15. **LEADS:** You may not step off of base until the motion of a swing is made or the ball crosses the plate.
- 5.16. **COMMIT LINE:** The commit line will be located halfway between 3rd base and Home Plate. This will be marked by the umpire each game since we cannot draw those lines on the field. Once a runner crosses the commit line on their way to Home, they must continue to home (outside bag). The play at home immediately becomes a force out (no tag can be made on the runner). The commit line erases easily, so teams may need to reestablish the commit line before the start of each game with the umpire.
- 5.17. **MERCY RULE:** 15 Runs after 5 Innings. Please note, there is no mercy rule in Championship Games
- 5.18. **GAME TIMES (REGULAR SEASON):** Games are scheduled to run 1 hour. Teams are allowed a 10 minute grace period from the start of the first scheduled game (if needed, this can be revoked from a team by the league if abused). Once time has expired, teams can complete the inning they are in. No NEW innings may begin once the next start time has arrived. The game will be final at that time.
- 5.19. **TIE GAMES (REGULAR SEASON):** If the game ends in a tie and time allows, teams can attempt to play the 8th inning (and only the 8th inning) to break the tie. Teams will start with runners on 2nd and 3rd base. Runners must be the last 2 recorded outs. If the score is still tied after the extra inning, the game will end in a tie score. If an extra inning is not allowed or not completed due to impending weather or time, then the game will result in a tie.
- 5.20. **TIE GAME (PLAYOFFS):** If the game is tied after the 7<sup>th</sup> inning in a playoff game, teams will start the 8<sup>th</sup> inning with a runner on 2<sup>nd</sup> and 3<sup>rd</sup> base. These runners must be the last two recorded outs. This format will continue for every inning after until a winner is decided. There is no time limit in the playoffs..
6. **FORFEITS**
- 6.1. If your team needs to forfeit, please be aware that you will need to pay the umpire fees for both teams (\$20 per game, per team) prior to your next game.
- 6.2. Forfeits will be scored as a 10-0 Final Result
- 6.3. Please note, Forfeits are the number one tie breaker criteria at the end of the season, so make every effort to get your game in.
7. **WEATHER/CANCELLATIONS**
- 7.1. We will try to get in all games - including playing in the rain when we can.
- 7.2. If we do need to cancel all the games, we will do so 90 minutes before the first game of the day. We will contact the captain via text and email the whole league if we do need to cancel.
8. **FINAL SEASON STANDINGS TIE BREAKERS**
- 8.1. Forfeits
- 8.2. Head to Head Matchups
- 8.3. Runs Against
- 8.4. Run Differential
- 8.5. Runs Scored
9. **LEAGUE CONTACT INFO / SCORE REPORTING**
- 9.1. Text all Scores to the Office at 609-878-0234
- 9.2. PlayMore Office Text Line/After Hours - 609-878-0234
- 9.3. PlayMore Email: [playmoresj@gmail.com](mailto:playmoresj@gmail.com)