



City of Liberty Adult Kickball Program Rules and Regulations

The City of Liberty offers non-sanctioned kickball leagues for the recreational enjoyment of all participants and spectators. It is our goal to provide a positive experience for the community that we serve to create community connections and build the citizen of tomorrow through our programming. If at any point you have any constructive feedback regarding this program offering, please feel free to contact the League Director. Thank you for choosing the City of Liberty for your recreational needs!

Player Equipment

1. All games shall be played with an 8.5 inch rubber kickball.
2. No metal spikes are allowed.

Field

1. All games shall be played on softball sized diamonds. Fields with or without outfield fences are acceptable.
2. Bases will be approximately 65 ft. Pitching rubber is 42 ft.

Number of participants

1. Rosters may hold a maximum of 15 players.
2. A maximum of 11 players may be on the field for the fielding team, with a minimum of 7 players. A catcher is not necessary for teams with less than 9 players.
3. Coed teams must have a minimum of 4 players of each sex. If a team does not have four females and four males, a ghost player shall be written into the batting order and represents an automatic out for each female/male under the minimum. A team having 11 players that is missing a required male/female player must play short the spot of the missing player plus one additional. This only applies for teams with 11 players or more.
4. Teams with fewer than 7 players shall have a 10 minute grace period before a forfeit is declared.
5. All players on your roster, that are present, must kick in the line-up, unless a player is injured.
6. There is no boy/girl kicking order rule. Players can kick in any order and must retain the order throughout the entire game.

Regulation games

1. A regulation game shall consist of 7 innings or a time limit of 55 minutes. If a game starts late, it shall be played until 5 minutes before the next games starting time.
2. A game may be called due to time; an inning may not be reasonably completed before the 55 minute time limit. As such, an inning cannot begin 50 minutes after the hour.
3. A game is considered official once 4 full innings have been completed. In the event of a tie the game will be played until a winner has been determined.



4. The "visiting" team shall bat first. The "home" team gets last at bats if the time limit is near. A coin flip will determine home & visitor.

Game Play

Pitching

1. A legal pitch must be underhand and no higher than knee level of the kicker upon crossing of home plate (see "ball" description below also).
2. Pitches will be thrown in a civil manner, at a reasonable rate and not excessively bouncy. Any pitch deemed by the ump to be out of the context as a casual pitch will result in a warning to the pitcher and be deemed a ball. The next infraction will result in the replacement of the pitcher.
3. Pitcher must pitch from or behind back rubber (running up to the rubber is not allowed).
4. Whether a pitch is a ball or strike, based on bounciness, should be based on the height of the last bounce before it crosses home plate.
5. Pitchers who repeatedly pitch for the "tee" may be replaced at the discretion of the umpire.

Strikes

1. A "strike" consists of a ball that is rolled over any part of home plate and below knee level.
2. Any ball that is kicked into foul territory shall also be considered a "strike."
3. Making an attempt to kick the ball and then missing the ball constitutes a "strike" regardless if any contact was made to the ball.
4. Two "strikes" of any kind will result in an out.

Balls

1. A "ball" shall be called on anything that does not pass over home plate.
2. A pitch must be no higher than knee level of the kicker or the result shall be called a "ball."
3. Three called "balls" shall result in the ball being placed on a tee within two feet from either side of home plate and must be placed behind the front of home plate.
4. If the kicker kicks the ball foul off the tee, they are automatically "out" regardless of number of called "strikes" they have against them.

Fielding

1. Infield players may not cross the base line between 1st & 2nd, and 2nd & 3rd until the ball is kicked. The catcher must give the batter ample room to bat. The catcher may not break the plane of the front of home plate until the ball is kicked and may not interfere with the batter. An infraction will result in a called ball. If the ball is kicked, the result does not count.

Outs

1. The kicking team gets 3 outs per inning. An out results due to the following:
 - a. Two strikes
 - b. A ball caught on the fly
 - c. Base runner is forced out
 - d. Base runner is hit with ball while not on base
2. The kicker is hit with the ball after making contact with it while he/she is in fair territory. (If they are in foul territory then a foul ball shall be called)
3. See ghost batter rule above



In-Field pop-ups

1. As even the most innocent looking pop-ups are potential hits in kickball, there is NO infield fly rule. Due to some abuses of this in the past, there will be a “No Cheese” rule for situations where a fielder is judged to have intentionally allowed the ball to drop to turn a double play. (For example, team A has a runner on first. The kicker from team A kicks the ball in the air to the first baseperson on team B. The runner on team A stays on first, while the kicker runs to first. The first baseperson intentionally [and these are generally obvious] muffs the pop fly, tags the waiting runner and tags the base). As this is contrary to fair sportsmanship, the tactic will be deemed “Cheesy” and the runner and kicker will be deemed safe. If however, the base runner leaves first base before the play is made/not made, they will not be considered a target.

Force out situations

1. Only in force out situations will runs not count in third out situations (see next bullet).
2. A force out constitutes a defensive player touching the base where forced player is running to, either with ball in hand or by throwing to a fellow teammate that is covering the base. Tagging or throwing at the player does not constitute a force play.

Overthrows

1. One base on an overthrow that goes out of play!!
2. If the ball bounces off of a target and stays within the stated boundaries, the play is still alive if not the third out. Runners may advance at their own risk.
3. Anything thrown or kicked from the outfield is a live ball.
4. If a player is past ½ way to the next base, they are awarded that base plus another one, on the overthrow. Play is considered dead at this time.

Kicking

1. The kicker must kick the ball behind home plate. Meaning, the kickers planted foot must be behind the front edge of home plate prior to kicking it. See Advantage Rule below.
2. “Advantage Rule”...if a kicker kicks the ball before it crosses home plate, the play is played out. If the play results in an OUT, the outcome of the play will stand. If the result is SAFE, then the play will be deemed a strike and the kicker will either get a second chance or be called out if they had one strike against them already.
3. No Bunting Allowed!

Running

1. Runners must stay in a respective base path or they will automatically be called out.
2. Infield base runners cannot advance until the ball is kicked.
3. Defensive fielders impeding with the offensive runners’ path to the base, shall result in the runner being awarded the base they are attempting to run to.
4. Lead off and stealing is not allowed. Leading off/leaving early will result in a do-over.
5. Sliding is Legal. Malicious contact will not be tolerated and may result in ejection.
6. Runners must tag up on fly balls with less than 2 outs.
7. If any offensive runner passes a teammate that is running the bases ahead of them, the “passing” offensive player will be called out.



8. Balls thrown at the base runner must be below the head. Any head shot incurred while the runner is in an upright running position results in advancement to the base they were running to.
9. If runner slides, jumps or ducks to avoid a ball, this does not count as a head shot and runner will be "safe" or "out" depending on umpires call of the play.
10. If a ball, that is kicked by the person up to kick, hits them or any base runner that is not on a base and is in fair territory, the kicker or said base runner is out.
11. If the kicker or base runner is in foul territory, when struck by the ball, it is a foul ball.
12. Intentionally kicking the ball out of play while running, by the kicker or base runner (offensive team), results in a dead ball. Said kicker or runner shall be called out.
13. Pinch runners are allowed for injured players only, but the kicker must make it to 1st base before said pinch runner can run for them. The runner will be the player that made the last out, of the same sex, on the offensive team.
14. Injured kickers that cannot kick in their respective place in the line-up are not allowed a pinch kicker and are not allowed back into the game once they miss their turn due to an injury. Meaning they cannot play in any defensive position on the field.
15. Once the pitcher has control of the ball near or around the pitcher's mound and all action has reasonably ceased, he/she can call "Time". All play is considered dead and no base runners can advance, nor can the defense make a play once "Time" is called.
16. Each team may have base coaches at first and third bases.

Mercy Rule

1. Teams may opt to 'submit' if down 15 runs or more after 4 complete innings of play.

Standings/Scores

1. Forfeit: teams forfeiting games will receive a loss in the standings and receive 0 Runs For and 8 Runs Against in the standings column.
2. Team receiving forfeit will get 8 Runs For and 0 Runs Against in the standings.
 - Standings tie breakers are as follows:
 - Head to head
 - Runs Against
 - Runs For
 - Coin Toss

Inclement Weather

1. In case of bad weather, please call the Fountain Bluff Sports Complex Rainout Line at 816-735-4700 or visit the website www.rainoutline.com and search for Liberty Parks and Rec.
2. If inclement weather prohibits us from playing, an updated schedule with make-up dates will be distributed within 2-3 business days and will be made available online at www.ci.liberty.mo.us.