



# Town of Bourne

## Recreation Department

### Adult Recess: Kickball Game Play & Rules

#### GAME INFORMATION

- Games will be 50 minutes.
- There is a max of 8 players on the “field”.
- Batting order is set before the start of the game alternating male/female where feasible. We will provide a white board for you to write your line up, which will help keep track of order.

#### GAME RULES

##### Out of Bounds:

- Ceiling
  - A batters kick hitting the ceiling results in a strike
  - A fielders throw hits the ceiling results in runners advancing one base.
- Dividing Curtain
- Fouls will be called to the left of third base, and before the marked foul tape on the right wall.

##### Fielding Positions:

- Teams will field 1 catcher, a pitcher, 3 infielders, and 3 outfielders.
  - The catcher must stay behind home plate before the kick is made.
  - Only the pitcher is allowed inside the pitcher area. All fielders must stay behind the pitcher.

##### Pitching:

- The strike zone is one foot on each side of the home plate, marked with cones.
- The ball must be rolled, not bounced.
- 2 balls is a walk, 2 strikes is an out.

##### Batting

- There are no restrictions on the number of batters.
- Bunting is not allowed. A full kick attempt must be made at the ball. **Bunting will be called an out.** A full kick attempt will be at the discretion of the rec staff.
- Any ball that gets stuck on a hoop or rafter will result in a re-kick

##### Outs:

- Strikeout – 3 strikes
- Tag Out, Caught fly ball, runner hit with a thrown or kicked ball below the neck.
- A runner hit in the head is awarded the next base.

- Ball caught off the side wall is an out. A ball bounced off the side wall, then back wall and caught is an out.
- A ball off the back wall is **NOT** an out.
- If play stops and there are three runners on the base, the last runner to arrive to the base is out.
- There are no force outs at any base, a runner must be contacted by the ball.

#### Base Running:

- When running to first base, a player can overrun first and still be safe. They must not make an attempt to run to second. Once they make an attempt to run toward second, they can be tagged out upon returning to the base.
- Two runners are allowed to occupy a base. If two players are on the base at the same time, they can leave the base in any order.
- Two players can form a chain, by touching feet, to gain a lead. Players that breaks the chain or leaves the base before the ball is kicked will be out.
- Traditional leading and stealing is not allowed.
- A runner must tag up on caught fly balls. Runners must touch a base to be safe. The foot chain is for leading only.
- Overtaking runners is allowed.
- If a base runner catches a ball thrown or kicked at them by a fielder, play stops. The team receives one run for the catch, and all base runners advance on base or to the base that they were advancing.
- Play stops once the ball is returned to the pitcher.

#### Scoring:

- A runner crosses home plate.
- A runner catches a ball thrown or kicked at him by fielder scores one run and all runners advance one base.
- A kicker that hits the backboard of the far basketball hoop scores a homerun, but all other runners advance only one base.
- A kicker that hits the small square of the far basketball backboard scores a home run and all runners score.
- A kicker that gets the ball in the far basket will score an automatic 5 runs, plus all base runners.
- A runner is awarded 3<sup>rd</sup> base, and there are already 2 runners on the base, the runner that was there first scores.

#### Safety Measures:

- Fielders must try to stay out of the way of advancing runners unless they have the ball or are making a play on the ball. The runners always have the right of way. Any interference and the runner is awarded the base they were advancing towards.

The goal of this program is to have fun. These games will be competitive, all while maintaining good sportsmanship. Behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the program.