FREEDOM FLORENCE ADULT **KICKBALL** LEAGUE RULES

2025 (FALL)

1. ROSTERS: All rosters must be completed with player’s names and residing street addresses. They should be neat and legible. Only teams submitting a complete roster, a completed Medical Authorization form on each player and all fees paid will be eligible to participate. There is a $20.00 per player that lives outside of Florence County that is also due before they are eligible to participate.
2. NO tobacco, alcoholic beverages, weapons, or illegal drugs permitted on the Freedom Florence Recreation Complex grounds at any times. Good sportsmanship including avoiding poor language choices is expected at all times on the grounds.
3. USSSA Kickball rules will apply except where the league by-laws take precedence. There will be no base stealing in any leagues.
4. There will be NO protests over judgment calls. All protests over a rule interpretation will be presented to the home plate umpire at the time of the call and will be finalized before the game continues. The rule committee will consist of the game umpires and league Commissioner.
5. PROTESTS over player eligibility must be clearly defined in writing accompanied by a $25 protest fee. The fee will be returned if the protest is upheld.

Note: Since the uniforms/jerseys are not required, team rosters from the game played are eligible to be viewed by either team rep from that game. The team rep will contact the League Coordinator, at the game site, if interested in filing a protest, during or immediately following the game. **ONLY** the team rep and League Coordinator(s) will meet in the press box office. The team rep will not be allowed to leave the area until either a protest has been placed or a protest is not being placed. A protest meeting must be requested with the on-site League Coordinator within 15 minutes following the end of their game. Upon completion of the protest procedure, player(s) in question may be required to produce identification to resolve the protest. A player will be given appropriate time to provide the required identification. If a player is found to be to be ineligible, that game and any other they participated in will be forfeited and they will be suspended for the remainder of the season and the team will be placed on probation. A second offense in the same season will result in the team being suspended at that point. The protested player(s) suspension will also apply to all teams they are playing in during the season but the forfeited games will only apply to the league where the protest originated. If they want to return to the league in the future, they must apply in writing to return to that league and that application will be reviewed and determined by the League Commissioner and Athletics & Sports Tourism staff. If the team returns the following year, they will automatically enter on probation including all players from the suspended team as they will be viewed as having full knowledge of the ineligible player(s). If an ineligible player is found participating with a team under probation, they and the team will be suspended on the first offense.

1. RAINOUTS will be decided after 3:00pm on the day of the game and rescheduled according to field availability. Please check your e-mail and you will try to be reached by phone. You are also encouraged to call or e-mail if you have any concerns at [dowens@cityofflorence.com](mailto:dowens@cityofflorence.com) or 843-495-0288. If the games are called earlier in the day, you will be notified as quickly as possible. Scheduling changes will be directed to the team Manager/Rep and they will be responsible for notifying team members.
2. Only the team manager may approach an umpire during games for a protest or a question on a call.
3. Team managers will be responsible for the following:
4. Accuracy of team required paperwork and fees
5. Player, team and fans conduct and being aware of rules
6. Passing on league information and meeting all league deadlines
7. Line ups and defensive positions are correct

NOTE: Only individuals listed on your roster should be in your dugout at any time.

1. UNIFORMS: Like jerseys will not be required, however, the jersey that is worn must have a screened or pressed on number. Taped or written on numbers on the jersey will not be accepted. **ENFORCED AFTER WEEK 1 OF GAMES**.
2. LINE UPS should be exchanged with the opposing team prior to the scheduled game time. A line-up is to be given to the home plate umpire before the game starts. Line up should include player’s proper first and last name and uniform number. Line ups should flip-flop genders after every at bat (male, female, male, female)
3. GRACE PERIOD: The first game of each night will have a ten minute grace period. Player(s) arriving late must be within the field or dugout area before the grace period time limit expires, for the game to start.

Example: They cannot be driving up or in the parking lot.

There is no grace period after the first game. At the scheduled game time, the minimum numbers of players should be present when called to the game. If the previous game finishes early, then the team will have until the scheduled game time to produce the minimum required to play. If the previous game finishes up after the scheduled game time for the next game, then each team should have the minimum to play present at that time and prepared to take the field.

1. The league game may start with 6 players. If a team starts with 10 or adds a player and then has 10 players in the line-up and a player leaves the line up for any reason, the player’s spot will be an automatic out except if it could result as the third out. In this case the spot is skipped and the line- up continues with the next player following the missing player. If a team starts with 6 and loses a player, except for injury, the game becomes forfeited at that point. (The injured player’s spot is an out each time) If a team playing with 6 players has a player show up after the game has started, they can add them to the end of the line up before the end of the 4th inning.

**In the Co-ed League if a team starts with 9 players, it must be 5 women players and 4 men players. The 10th player’s spot is handled the same in each league.**

1. Starters and substitutions can be removed from the game and re-enter one time but they must re-enter in the same kicking spot in the line-up.
2. Must be at least 18 years old to participate.
3. Game time limit is **65 minutes for Kickball. Game time** starts with first pitch & kept by the umpire(s).
4. Run Rule: Regulation games are 7 innings in length.
5. 20 runs ahead after 3 innings
6. 15 runs ahead after 4 innings
7. 10 runs ahead after 5 innings
8. INSURANCE: Participant insurance is not offered by the City of Florence. Participants are responsible for their own medical coverage before playing.
9. LEAGUE MEETINGS: A team rep will be asked to attend a league meeting and each team will have one vote, when applicable. Teams not attending will forfeit their vote and are responsible for obtaining all information relayed at the meeting.
10. Game balls for Kickball will be provided for each game by the League Commissioner.
11. MAKE UP GAMES will be scheduled as quickly as possible and teams notified. Make up games could be played on a non-regular playing day. This includes the season ending single or double elimination tournament. Tournament format will be determined by league teams and available league funds.
12. ADDING PLAYERS: Players can be added to the roster during the first **three** weeks of the season only. Before the player can play, they must have completed their roster information and Medical Authorization Form requirements and paid any fees, if applicable. They can be added by seeing the League Commissioner on game nights or calling the Freedom Florence office at 669-4597. Any new player must wait till the next day from their addition before becoming eligible to participate.

Roster Limit: **Rosters will be 25 players max.**

1. PLAYER PARTICIPATION: Players may only participate on one team in each league. If a player is on two rosters, then they will be tied to the team they play on first. They cannot change teams during the same season, even if their team disbands, unless approved by League Commissioner.
2. In order to play in the league tournament a player must be a legal member on the team roster.
3. There will not be any practices available once the league has started at the Freedom Florence Recreation Complex.
4. Teams are allowed 3 forfeits without penalty. On the fourth forfeit, the team will be suspended from the league for the remainder of the season and tournament play.
5. Teams asking for a special playing request should notify the City of Florence by the specified Team Rep meeting date. Special scheduling may not be possible if it adversely affects the league. No guarantee is made. Every effort is made to equal out days and times of games for each team.
6. Any player or coach touching an umpire or any staff in an unsportsmanlike manner

will be automatically ejected from the league for the remainder of the season and must apply for possible re-instatement prior to the start of the following season.

1. EJECTION: Any player/coach removed from a game for unsportsmanlike conduct will not be eligible to participate in the team’s next game played and will be placed on probation. A second ejection in the same season will result in suspension. If the first conduct dictates, the action could result in league suspension. Anyone ejected must leave the Freedom Florence grounds immediately. This could include fans at games.
2. LEAGUE RECORDS: In setting up the tournament seeds, overall record will be the first determining factor, followed by head to head games, divisional record if it applies, defensive runs, offensive runs in head to head games and then a coin flip.
3. MORE RULES:
4. The kicking order in Co-ed is with sexes alternating in the playing order (no exceptions). If the additional players are used, the team must have both a female and male player (12 players).
5. The positioning of players is as follows: Defense must have two female and two male players in the infield and outfield. A male player cannot play into another position. EXAMPLE: A male shortstop cannot set up on or past second base so he may make a play in front of a female at the second base position. One female and one male should be positioned at the pitcher and catcher positions. Please use good judgment in the positioning of players!
6. On any walk, intentional or not, to a male player: they will automatically go to second base and the next batter (a female) has her choice of walking or kicking.
7. The kicking order must alternate in gender, ie. male, female, male, female, etc.
8. Male to Female ratio must remain equal at ALL TIMES unless there is a odd number of total players, then majority of the teams player will need to be female. (9 total players = 5 women / 4 guys)
9. Kickball: **NO metal cleats allowed**
10. All Kickball rules, except the ones listed below will be like to (USSSA Kickball) rules.
11. Kickers will start with a 1-1 count and be out on the second third strike foul.
12. If a runner is hit above the shoulder with the thrown ball, they will be called safe except if they are sliding to a base or ducking which causes the ball to hit them above the shoulder. A normal running stance will be the basis for this call. Intentionally using the head or neck to block the ball will result in an out.
13. The pitch cannot have more than 2 pronounced bounces or it will be called an illegal pitch/ball. The umpire will announce the illegal pitch from behind the plate so that the kicker and catcher can hear the call. If the kicker chooses, they can still decide to kick the ball and it will be played as if the illegal pitch did not occur. If they do not kick or miskick the pitched ball, it will be called a ball.
14. A legal pitch must touch the ground at least twice and roll across the kicking area for it to be called a strike.
15. A 15 ft. arc will be placed in front of the plate between the foul lines. The kicked ball must clear this area or it will be considered a foul ball. The catcher may not enter this area until the ball is kicked. If a defensive player touches the ball in the bunt arc, it is a live fair ball and will be played as if it cleared the bunt arc.
16. No defensive player may line up or advance past the 1st to 3rd base 43 foot arc until the ball is kicked. Failure to abide by this rule results in the kicker being awarded first base. The kicked ball must be a fair ball. All other base runners will advance one base.
17. A kicking area will be drawn at the plate. A pitched ball that crosses this area will be called a strike. Any pitched ball outside of this area will be called a ball. The player may kick the ball at any point behind the front line of the kicking box. A ball that is kicked outside of the kicking box will be called a foul ball. The kicker may line up outside of the kicker’s box to start.
18. A kick must be made by the foot or leg below the knee and one foot must be within the kicking box during the kick.
19. **Only two bunts per inning per team will be permitted.** A bunt will be determined by the umpire.
20. The catcher will line up behind the kicker and not restrict the kicker in any way.
21. The 8 ft. pitching circle will be used around the pitcher’s plate. The pitcher’s plate will be at a distance of 43 ft. with a 7 ft. pitcher’s box to the rear of the pitcher’s plate. The kickball must be pitched by hand.
22. Once the pitcher has the ball in control and retains possession in the circle, the play ends. Runners who are off the base at this time and in forward motion may advance one base. Runners who are off the base at this time and not in forward motion must return to the base from which they were running. If the pitcher wished to make a play on a runner before time is called, then the ball is still in play.

1. Pitching rules:
2. The pitcher must start the act of pitching with both feet within the pitching circle. The pitch starts with the first motion & must be a continuous motion.
3. The pitcher must have at least one foot on or directly behind the pitching plate, within the pitcher’s box, when releasing the ball. Pitcher’s box is 2 feet wide and 7 feet in depth. A foot on the pitcher’s box line is considered inside the box. The pitcher cannot cross the pitcher’s plate on the pitch.
4. No part of the pitcher’s foot may be in front of or across the front edge of the pitching strip until the ball is kicked.

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