

Grapevine Parks and Recreation

Adult Kickball - Rules and Regulations

Revised 7/22/26

[TAAF Adult Kickball Rules Link](#)

All league games will be played in accordance with the current Texas Amateur Athletic Federation (TAAF) Cavalcade of Sports, with the addition of the following:

I. Eligibility

1. No residency or employment requirements.
2. Players in all adult leagues must be sixteen (16) years of age or older prior to the start of league play.
3. Coaches/team managers are responsible for their rosters to match the players' identity. All players must carry a current picture identification with them at all times during all league games.
 - If the illegal player is found before the game, they will not be allowed to play and the game will begin, dependent upon the number of players left over.
 - If the illegal player is found during or after the game once rosters are final, the game will automatically be deemed a forfeit.
4. Players will be allowed to play on more than one team during a season **but cannot play on more than one team in the same league**. No team may pick up a player that is on another roster in the same division/night.
5. In the interest of equalizing league play, after a demonstration of dominance in a division, the Parks and Recreation Department reserves the right to promote a team into a more competitive division, at the department's discretion.

II. Rosters

1. Teams may add up to 20 players during the season, including playing coaches. If a team wants to add any players past 20, then captains will have to drop players to remain at the eligible 20 players. You may do so with the department's Athletics Coordinator. No team may exceed 20 players at a time.
2. **Rosters are due by the first game of season.** Teams may add players up until their sixth (6) game. No team may add any players after the sixth (6) game. Roster will be frozen after six (6) games and that is what will be played with for the remainder of the season including the post-season tournament if the team qualifies. If a team has not submitted their roster, games will result in forfeits.
3. All team members must submit a roster form using the online roster link provided by the department. This is a requirement of all teams as the league uses it as a waiver to play with the City of Grapevine
4. **Free Agents** – If teams need extra players, contact the Athletics Coordinator for the free agent list.



III. Uniforms

1. All players on each team must wear uniform jerseys or similarly matching tops with permanently affixed, non-duplicated number on the back.
 - Officials will be strict on the word “base” color, e.g., baby blue and navy blue are not the same color.
 - Jerseys without numbers or jerseys with taped, pinned, or handwritten numerals are not allowed.
2. There will be a two (2) game grace period for all teams to obtain their jerseys. After this grace period, players not attired as described above will not be allowed to participate.
3. **Steel cleats/metal spikes are not allowed.**
4. **Jewelry** – Exposed jewelry, which is judged by the umpire to be dangerous, may not be worn during games.
 - Players must remove jewelry if judged to be dangerous. If they fail to do so, the player will be ejected from the game.

IV. Playing Rules

1. If a rule is not otherwise stated, standard kickball rules apply.
2. Games will consist of 7 innings, 55 minutes, or the mercy rule of 15 runs after 4 complete innings. If the score is tied after 7 complete innings or 55 minutes, no extra innings will be played until the playoffs. **Extra innings will start with the last kicker from the previous inning placed on second base. The courtesy runner option will be allowed (see Rule E-5).**
3. **Teams must have at least eight (8) players with at least four (4) females to start a game.**
4. **Any team that is not ready at game time will automatically be Visitors. If the clock reaches 49 minutes and the team still does not have at least 8 players with at least 4 females, then the game will be declared a forfeit.**
5. The kickball diamond is a square with equal sides of 70 feet and has a pitching rubber of 50 feet.
6. Game Balls – The league will provide game balls – 8.5” Tachikara SK18B Regulation Kick Ball.
7. **Forfeits: Teams must notify the Athletics Coordinator of a forfeit 24 hours in advance IN WRITING VIA EMAIL. If a team does not provide proper notice, a \$25 forfeit fee will be assessed to the team through the team captain’s account or account used for registration in Amilia. Teams must pay the fee prior to their next scheduled game or they will forfeit their games until the fee is paid. Forfeits are recorded as a 7-0 Win/Loss.**
 - Teams who forfeit two (2) games are ineligible to compete in playoffs. If a team forfeits two (2) games but makes playoffs given their record, they will be dropped from playoff rankings, and the next best team will be moved up.
 - If a team forfeits three (3) league games due to lack of players at the start of a regularly scheduled game, the team will be dropped from the league with no refund of the entry fee and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make-up games scheduled on days other than the original league night will not apply.
 - If a team shows up and the other team no-shows as a forfeit, they will have use of the field for practice (except for the last game of the night) until ten (10) minutes before the next scheduled game time.

- Umpires are NOT required to officiate during forfeits.

A. Line-Ups

1. A line-up card consists of no less than eight (8) kickers and a maximum of twenty (20) kickers. The kicking order must adhere to the alternating sexes kicking rule (male/female or female/male).
2. If the Male/Female number is unbalanced due to a smaller number of females, two or more males may not kick consecutively. The females will rotate through the lineup and kick more.
3. If the Male/Female number is unbalanced due to a smaller number of males, two or more females may kick consecutively.
4. **No automatic outs will be taken for any reason.**

B. Pitching

1. Teams will self-pitch. Anyone on the team's roster can act as pitcher for the team. A person from another team is not allowed to pitch.
2. No strike zone. The kicker gets three (3) chances to kick, even if their pitcher rolls 3 wild pitches. There will be NO Courtesy Foul.
3. The offensive pitcher must not interfere with defensive play. Any interference by the offensive pitcher will result in an automatic out. The offensive pitcher must stay within three (3) feet of either side of the pitching rubber until the ball is kicked. If the kicked ball hits the offensive pitcher, the kicker is out.
4. Pitching must be underhand only with one hand.
5. Offensive pitchers must wait until the umpire signals the ball in play at the start of each inning. This allows the umpire to make sure the defense is ready. After the first batter of each inning, it is up to the defense to ensure their team is ready **before** giving the ball to the offensive pitcher.

C. Kicking

1. All kicks must be made by foot. If the ball is kicked by leg it is a foul ball unless the result of the illegal kick is an out.
2. The plant foot must be on or behind the line in front of home plate. If the line is crossed and the ball is put in play, it is a foul ball unless the result of the illegal kick is an out.
3. Kickers may "bunt." The ball must pass the 10ft arch line (as marked 10 feet from the back of the kicker's box) in front of home plate.
4. Kickers may not stop the ball with their foot and then kick it. If this occurs it is a foul ball unless the result of the illegal kick is an out.
5. Any ball kicked over the outfield fence in flight, in fair territory, will result in a homerun.

D. Fielding

1. On defense, teams shall consist of a maximum of ten (10) players on the field with no more than six (6) males on defense at any time. There needs to be a balance to sexes of the players. For example, 3 of each sex in infield & 2 of each sex in outfield. If a team plays with 6 males on defense, 3 of them must be outfielders.
2. No switching (including the "Rover" position) unless a player gets injured, then players may switch to accommodate the injury.
3. If a defensive pitcher or any fielder makes a play on the ball by illegally advancing beyond the 1st-3rd base diagonal line, before the ball is kicked, the runner will be declared safe.
4. Teams will use a "Rover" instead of a traditional "Catcher". This is the only defender that can play in front of the diagonal line. The rover must remain behind the 15ft arch line from the plate (as marked 15 feet from the back of the kicker's box) until the ball is kicked.
5. When a ball is fielded by the defense, they are allowed to kick the ball to make a play.
6. There is no Infield Fly Rule, unless the fielder intentionally drops the ball in an attempt to turn a double play.
7. Hitting the base with the ball does not count as an out. The fielder must hit the runner with the ball or maintain control of the ball on the base for a forced run.
8. If a thrown or kicked ball inadvertently touches a runner AFTER it caroms/ricochets off a fielder or an object such as a base or backstop, it is not an out.

9. When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The runner who is tagged is out while the other runner is safe and may stay on the base.
10. Hitting a runner with the ball above shoulder level is not allowed and the runner is safe, except for the following situations:
 - a. If the runner intentionally uses the head to block the ball – runner is out.
 - b. If the runner is ducking, diving, or sliding (attempting to dodge the ball) and is hit in the head because of this – runner is out.

E. Runners

1. Neither leading off base nor stealing a base is allowed. A runner leading off base before the ball is kicked will be ruled out.
2. It is the responsibility of the runner to avoid a collision. They must slide or seek to avoid contact.
3. There will be a double base (safety base) placed next to first base for the runner. The orange base is for the runner and the white base is for the defense. The fielder must tag the regular base (white base) to record the out and may not interfere in any way with the runner's base path. A fielder tagging the safety base (orange base) only is not an out. If a wild throw takes the fielder into foul territory, the fielder and the runner may use either base to avoid collision.
4. On an overthrow, all runners may continue to advance provided the ball is still in play. The ball is dead if it touches players not in the game, equipment, or goes out of bounds.
5. Courtesy Runner: Any eligible player on the official line-up, may be used as a courtesy runner. A courtesy runner may be used once per half-inning per gender. Courtesy Runner(s) must be gender specific. If the courtesy runner's kicking order comes up while they are on the bases, they will be out as a runner and take their proper place as kicker.

F. Umpire's Calling Time

1. When the ball is controlled by the defense in the infield area AND no runners are attempting to advance, time will be called by the umpire.

V. Field Conditions

1. In case of inclement weather, the playability of game fields will be determined at 3:30 p.m. each day.
2. Updates on field conditions during inclement weather will be sent out to team managers via TeamSideline. It is the team manager's responsibility to notify his/her players regarding field playability.
3. Rainout Hotline: (817) 410-3475 – updated after 3:30 PM.

VI. Rain-Out Procedure

1. Rainouts will be made up on regular league play nights. A game is considered official if it is called after 4 innings or 3 ½ innings if the home team is ahead.
2. All make-up games will be called in its entirety.

- Exception: If a league has more than two (2) games to make up, then all games will begin with a 3 ball, 2 strike count, and the third foul is not an out, the fourth foul is an out.

VII. Tie-Breaker Procedure

In case of a tie for two (2) or more teams at the conclusion of the season, Grapevine Parks and Rec uses the TeamSideline tie-breaking procedure programmed for the league. The following tie-breaking procedures are:

1. Head-to-Head result(s) between teams tied.
2. If teams split in head-to-head games, Head-to-Head Run Differential in those games will be used.
3. If teams are still tied, Average Runs Differential will be used.
4. If teams are still tied, Total Runs Against will be used.
5. If teams are still tied, Total Runs For will be used.
6. If teams are still tied, the Lowest Number of Forfeits will be used.
7. If teams are still tied, a coin toss will be used to determine the top seed.

***If more than 2 teams are tied, the TeamSideline tiebreaking software does NOT isolate a top team from that group and then restart the tiebreaking procedure – it must isolate ALL teams to break the tie. If it cannot isolate all tied teams using one tiebreaking method, it will skip to the next one.**

VIII. Conduct/Discipline – Zero Tolerance

1. Grapevine City Ordinance Section #16-6 states, “It shall be unlawful for any person to possessor consume alcoholic beverages in the public park of the City.”
2. No tobacco products, alcohol consumption, or smoking on park property, field, or dugout area.
3. Zero Tolerance - If a player is ejected from the game, it is the coach’s responsibility to get that player OFF of the field and OUT of the park immediately. If the player refuses to leave in a timely manner the game will be declared a FORFEIT.
4. Any player, coach and manager ejected from any league game will be suspended for a (1) one game.
5. Players, coaches, managers, and spectators who have been ejected or suspended may not return until the completion of their suspension.
6. Each team manager will be held responsible for the conduct of their fans and spectators.
7. Suspensions will carry over from season to season.
 - For example, a player suspended during the final game of one season will also be suspended for the first game of the next season.
8. Verbal or physical violence especially attacks on a game or tournament official immediately before, during or after a game, fight or confrontation between players/teams will result in a minimum of one (1) year loss of eligibility in ALL league play, subject to an annual review if requested.
9. Ejection/Suspension/Appeal Procedures: Once a player, coach or spectator is ejected from a game, then that person will be notified in writing that they will be suspended for one (1) game and/or one (1) year depending on the severity of the incident. When the suspended person receives that correspondence, then he/she has the right to appeal the ruling in writing within 5 days. In turn, the Grapevine Parks and Recreation athletic office, has up to 5 days to render a decision in writing regarding the appeal. This office has the right to uphold, reduce, waive or



increase any suspension that has been granted, once the research has been conducted. All decisions are final and are considered closed.

10. The umpires have authority to remove a player, coach or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to, profanity, threats of any kind toward the umpires, staff member or official, fighting (before, during or after the game), any intoxicated condition detected by the umpire before or during the game or any flagrant foul as determined by the umpire.

IX. Park Rules

1. Alcohol is strictly prohibited by players and spectators at all times within the park.
 - If alcohol is found on the premises, an immediate ejection will be implemented.
2. Patrons must observe the city's "Dog Leash Law" while at the park. No dogs allowed on the field or in the dugout.
3. No in-line skates, skate boards, or scooters allowed.
4. For the courtesy of all patrons, please observe all bicycle safety rules within the ball field areas.

X. Summaries

1. Normal TAAF kickball rules will apply if not noted above.
2. The Parks and Recreation Department reserves the right to add, delete, or amend the rules, regulations, and policies for the betterment of the program.
3. The Parks and Recreation Department reserves the right to approve/disapprove any team name, logo, language on uniform deemed lewd, vulgar, obscene, or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.

XI. Umpire Information

If there are any questions or concerns regarding rules or officials, you may contact the Athletics Coordinator or contact Travel Sports Baseball at tsbumpire@gmail.com

XII. Staff Information

1. Luke Clutterbuck, Athletics Coordinator – (817) 410-3477 lclutterbuck@grapevinetexas.gov
2. The REC of Grapevine – (817) 410-3450
3. Schedule and standings are posted on www.TeamSideline.com/Grapevine
4. Schedule requests are due at registration. The city will do its best to accommodate team schedule requests, but requests are not always guaranteed.

