Granbury Parks & Recreation
Kickball League Rules

League Information:
All league information will be updated at www.quickscores.com/granbury

Josh McGinnis – League Supervisor – 817.894.1926
Maggie Wylie – League Supervisor – 817.219.9421

All City of Granbury Ordinances will be in effect.

Any rules not covered in these by-laws will be played in accordance to WAKA guidelines.

Rosters:
Teams can have up to 20 players on their roster and can add and delete players at any time until the tournament. Players that participate in the tournament must have played in at the minimum (2) regular season games. All players must be ages 15+.

The Game:
Teams will play 5 innings or 45 minutes, whichever comes first. The winner of the game will be determined by which team has scored the greater number of runs. In the event of a tie at the end of regulation, the last out of the previous inning automatically goes to 2nd base. Kickers will receive only 1 pitch and game will continue until a winner is determined.

Lineups:
A team must start and finish the game with 4 men and 4 women. If at any time the number of men or women drops to less than 4, the game will automatically be considered a forfeit. The kicking lineup may have up to as many kickers as your team wishes to provide, but no more than 20. There is NO required lineup format, can be any order as you wish. If you are kicking more 12 or more players, 5 of those players MUST be females. (11 kickers: 7 males 4 females) (12 or more kickers: 7 males 5 females)

All teams MUST fill out the lineup cards provided by GPRD to the official umpire before the starting of the game.

Playing Field:
Teams may start with 8 and field up to 11 players in the field. All defensive players besides the catcher must stay in fair territory and behind the white line across the center of the field.

Male Kicker at-bat: When a male kicker is up to kick, defensive players are allowed to be positioned behind the square halfway between home plate and corner bases.
Female Kicker at-bat: defensive players MUST be behind the diagonal line crossing over 3rd base, 1st base and the pitching rubber.

It will solely be umpire judgement if the kick was a bunt and ruled an unsuccessful kick.

The catcher must remain behind the kicker until after contact is made.

**Kicking:**

Each kicker comes to the plate with a 1-1-1 count.

1 Strike – 1 Ball – 1 Foul

**Running & Scoring:**

Unless sliding into a base (not recommended) runners are not allowed to be hit or tagged above the shoulder. Runners tagged or in contact with the ball shoulder or below will be ruled an out. If the runner intentionally uses the neck or head to block the ball, the runner will be called out.

Overthrows: Runners are only allowed to attempt to advance **ONE** base beyond the runner’s base on an overthrow but not required. The runner must attempt to advance one base; this is not an automatic free base. If any fielder attempts to make an out prior to returning the ball to the pitcher on an overthrow, the runner may continue running. In other words, **get the ball back to the pitcher in the circle on an overthrow.**

Baseline is 4 feet wide each side of the baseline, if a runner goes out, they will be ruled out with umpire discretion.

There is NO infield fly rule for the Granbury Kickball League.

No stealing or lead offs allowed. A runner may only advance once the ball is kicked. Any runner off the base when the ball is kicked will be ruled out.

**Pitching:**

Ball must be delivered and released before the pitcher crosses the pitching rubber. For an illegal roll – time will be called and a ball will be added to the count on the kicker. **No excessive speed throws.** A pitch is ruled a strike if it is 12 inches to the left or the right of the plate. It will be umpires discretion if there is too much bounce to the pitch.

**Fair and Foul:**

The criteria for this are just like softball and baseball. If a ball is caught in foul territory, a runner on base still has the option to advance.

**Grace Period:**

Teams have a 5 minute grace period to field a team. If a team is not ready at the time limit, the game will be a forfeit.

**Pinch Runner:**

Each team may use (1) pinch runner per gender per inning.
**Player Pick-Up:**

If your team is short players and do not have enough to play, it is your duty to contact the opposing coach and request to pick up players from other teams. If the coach approves, he/she will give the league supervisor the approval to begin the game. There are 20 spots on the roster for a reason!

**Additional Information:**

1. No metal cleats allowed.
2. Uniforms are not required but encouraged to wear similar colors to your team.
3. Schedule adjustments can be changed at any time. We accommodate what we can because life happens.
4. No cursing, fighting, provoking, roid raging, or temper tantrums. The cops will be called and you will face the consequences for doing so.
5. Please watch your children.
6. The most important thing of all, just have fun!