

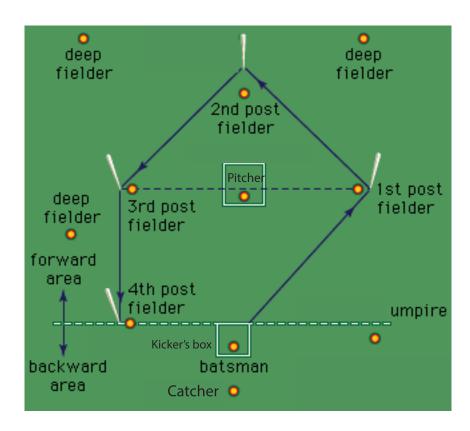


Rules for Recreational Adaptive Kickball

About Adaptive Kickball

Our adaptive version of Kickball is a hybrid version of baseball and rounders with similar baseball rules. A ball is kicked off of a tee, or kicked off a pitch (depending on kicker's ability). A 4th base is added and positioned straight down along the foul line from 3rd base, even with home plate. This helps avoid congestion and confusion at home plate, and reduces the risk of injury to players and staff. The inner field is a smaller than a traditional baseball field. This helps players using walkers from getting too tired as they make their way to bases. Posts are at each base which will allow players to locate each base more easily. Games are played indoors on a basketball court in a temperature controlled environment. This allows athletes with sensitivity to outdoor environments and temperature regulation issues to participate. Volunteers assist players with kicking and getting to bases. Throw down mats will be present under bases (outlined in tape) so players with mobility equipment can put a wheel on the base/post. If a ball gets stuck on the fielding team's mobility equipment, the game is paused and the batter who has hit can only continue to the next post and no further. Portable balancing bars (3tf tall) will be used for athletes that need extra assistance for kicking the ball.

NOTE: When needed, rules will be changed and adapted to the needs and abilities of players for reasons of inclusivity.



Rules

Teams consist of up to 12 players.

When one team bats, the opposing team fields.

Each team has two innings with all players having a turn at bat.

The KICKING team consists of all players on the team who take (at least) one turn at bat. The FIELDING team must have enough players to fill the positions of: one (1) pitcher, one (1) backstop (catcher), a player on each base, and (if desired) a minimum of three (3) deep fielders.

We are assigning one umpire for each game. Umpires will keep score and call "ball" when appropriate.

One kicker at a time, the kicker will hit the ball off the tee, or pitch then makes their way around to as many posts as possible before the opposing fielding team return the ball to the catcher, which ends the play.

Kicking

- Kickers may use a balancing bar with one or two hands when kicking. If a kicker cannot kick (wheelchair users), a pitcher will roll the ball to the athlete with enough force that the ball will bounce off the athlete, which is considered a kick and the kicker and then make their way around the bases
- All kickers must wait their turns far behind the batting square and well away from the 4th post.

After Kicking

If the kicker kicks the ball and stops at the 1st, 2nd, or 3rd post, the kicker may stay at that post until the next ball is hit. Leading off and stealing bases is allowed.

Two kickers cannot be at the same post. If that happens, the umpire will order the player who kicked first to run on to the next post.

Fielding

The fielding team will field the ball in play after it is hit by the opposing team's batter. Each member of the fielding team passes the ball to each other until it makes it's way back to the catcher. The play has then ended and the opposing batting team players that are rounding bases must stop at the post they are at. If a kicker is in between posts, all kickers must go to the next post so that batter can be at the post they were heading towards. Fielders cannot block batters rounding bases. Volunteers will be assisting the fielding team members catch and throw balls for athletes that need assitance.

Scoring

Scoring occurs when the kicker kicks the ball and then reaches the fourth post

Once the 4th post is reached, the batter goes to the back of the batter's line and awaits their next turn to bat.

Winning

After both sides have played both innings, the side with the most smiles wins.