

# TEXAS AMATEUR ATHLETIC FEDERATION

## *ADULT & YOUTH KICKBALL*

### STATE COMMISSIONER:

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*A non-profit organization established in 1925, incorporated and dedicated to develop and perpetuate interest in amateur sports and to further the spirit of sportsmanship in Texas.*

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**PLEASE READ ALL RULES –THERE ARE IMPORTANT ARTICLES PERTAINING TO AGE DETERMINATION DATES, REGISTRATION DEADLINE DATES AND FEES.**

## ARTICLE 14

## KICKBALL

### 14.1 GENERAL RULES

- .01 The official kickball shall be a seamless, pebble-grain surfaced ball, approximately eight inches in diameter. The center of the ball may contain air only.
- .02 Each team is allowed 2 one-minute timeouts per game.
- .03 The legal tag area will be from the shoulder and below. If the ball is thrown, it must be below the waistline.

### 14.2 STARTING PLAY/LIVE BALL:

- .01 The pitcher will be allowed 5 warm up pitches to start the game (first inning).
- .02 Three (3) warm-up pitches will be allowed if there is a change in pitchers.
- .03 The ball becomes dead and not in play when:
  - a. The ball is illegally kicked
  - b. A kicker makes no attempt to kick at a pitch
  - c. A foul ball is not caught
  - d. The offensive team causes interference
  - e. A blocked ball is declared dead
  - f. A pitched ball, not kicked by the kicker, is touched by the catcher
  - g. A no pitch is declared
- .04 The ball becomes dead when an umpire calls "time". Time is called when:
  - a. In his/her judgment conditions justify call time
  - b. An injury occurs
  - c. A coach requests a time out
  - d. At the completion of each play and the pitcher has possession of the ball

### 14.3 PITCHING:

- .01 The pitcher shall take position in the pitchers box.
- .02 Pitcher must deliver the ball with one hand, releasing the top of the ball below his waist toward home plate. A violation of this will be called a ball.
- .03 The pitcher must remain in the pitcher's box until the ball leaves their hand. A violation of this will be a ball called.
- .04 A strike is called by the umpire:
  - a. When a legal pitch first touches the ground at least once in fair territory and any part of the ball enter any part of the strike zone, at a height such that the top of the ball is not higher than the bottom of the kicker's knee. The ball must clear the kicker's circle.
  - b. When a legally pitched ball is kicked at and missed by the kicker or the kicker's attacking leg misses the ball and the ball hits the kicker's other leg.
  - c. Foul tip, except on the third strike. On the third strike it will be an out.
  - d. For each foul ball not caught when the kicker has less than two strikes.
- .05 A ball is called by the umpire:
  - a. For each pitched ball, which does not enter the strike zone and is not struck at by the kicker.
  - b. When a pitched ball bounces over home plate at a height that the top of the ball is higher than the bottom of the kicker's knee and is not struck at by the kicker.
  - c. For each pitched ball, which does not first touch in fair territory and is not struck at by the kicker

- d. For each illegal pitch
  - e. For each pitched ball, which does not clear the kicker's circle
- .06 A no pitch shall be declared when:
- a. The pitcher pitches during a suspension of play.
  - b. The ball slips from the pitcher's hand during her swing back.
  - c. The pitcher pitches a quick return pitch.
  - d. The pitcher pitches before the umpire calls for the pitch.
- .07 If a new pitcher comes in after the game begins they will be awarded 3 warm up pitches.
- .08 If a pitcher decides to walk a player intentionally, he may do so by notifying the umpire.

#### 14.4 KICKING:

- .01 The kicker shall take position in the kicker's circle with 20 seconds after the umpire has called "Kicker Up". The kicker shall not leave the kicker's circle once the pitcher has begun the windup.
- .02 The kicker is out when:
- a. A third strike is called.
  - b. Kicker leaves the kicker's circle during a pitch and attempts to kick at the ball or kicks the ball. If he/she leaves the circle and does NOT attempt to kick the ball he/she will have either a ball or strike called against him/her.
  - c. A foul tip is legally caught on the third strike.
  - d. He/She does not enter the kicker's box within 20 seconds of the umpire calling "kicker up".
  - e. He/She interferes with the catcher's ability to make a play.
  - f. He/She steps on the plate (14U Division and Adult Co-Rec).
- .03 The kicker becomes a runner when:
- a. Ball four is called.
  - b. An infielder interferes with the pitch.
  - c. A legal kick has taken place and they reach base.
- .04 A legally kicked ball is fair when:
- a. Ball settles on or is touched by a fielder or umpire while on or over fair territory. A fly ball must be judged according to the position of the ball and the foul line at the instant it is touched, not the position of the fielder.
  - b. It is on or over fair territory when bounding past the infield.
  - c. It first touches the white part of first, second, or third base.
  - d. It first touches on fair territory beyond first or third base.
- .05 The kicker/runner is out when:
- a. He/She interferes with the catcher's ability to make a play.

- b. He/She touches his/her own kicked fair ball, while he/she is in fair territory, before it touches a fielder.
- c. Player is declared out for interference while running to first base.
- d. A kicked fly ball, fair or foul, is legally caught before it touches the ground or any object.
- e. While running to first, player is tagged or hit with the ball before reaching first base.
- f. A kicked fly ball to the catcher is caught. The ball must have reached a height above the head of the kicker.
- g. When player leaves the playing field. Player cannot return back to a base.

.06 RUNNING THE BASES:

- a. LEADOFFS or STEALING are not allowed.

14.5 YOUTH RULES

- .01 A team will consist of no more than 15 players.
- .02 The age ranges for the 3 divisions shall be based on the player's age as of Sept. 1 of the current school year. Divisions: 7U- Ages 5-7; 10U D- Ages 8-10 and 14U- Ages 11-14
- .03 In the 7U Division the pitcher will be allowed to pitch with 2 hands
- .04 THE PLAYING FIELD:
  - a. Base distance is 50 ft.
  - b. Pitching rubber distance is 27' for 7 U Division and 30' for 10U & 14U Division.
  - c. Pitchers box is 4' by 8'
  - d. Kickers circle shall have a diameter of 7'6"
- .05 THE GAME:
  - a. There will be a 60-minute or 6 inning game limit, whichever comes first.
  - b. In the 7U Division a 6 runs cap will be in effect every inning.
  - c. In the other two divisions, there will be a run rule after 4 innings. If a team is up by 15 or more runs after the fourth inning the game will be called.
- .06 SUBSTITUTES:
  - a. A substitute shall only be made in between innings (unless substituting for an injured player)
- .07 PLAYER POSITIONS:
  - a. Offense: Each team will be allowed to field 10 players (10U Division and 14U Division). The 7U Division will field 8 players.
  - b. Defense: There will be 10 playing positions for the 10U Division and 14 U Division. They are: pitcher, catcher, 1st base, 2nd base, 3rd base, left shortstop, right shortstop, left field, center field, and right field. The 7U Division will have positions: 1, 2, 3, 4, 5, 6, 7 and a shallow outfielder.

14.6 ADULT CO-REC RULES

- .01 A team consists of no less than eight (8) players and no more than twenty (20) players.
- .02 The Playing Field

- a. Base distance is 60'.
- b. Pitching rubber distance is 53'.
- c. A double first base will be used
- .03 A legal line-up will consist of no fewer than eight (4 male and 4 female players) and no more than 10. A legal kicking line up can consist with up to 12 kickers.
- .04 A team may play with no less than eight (8) roster players from start to finish.
- .05 Pinch runners- A pinch runner will be allowed when the umpire has determined if a player is injured and a pinch runner is warranted. This pinch runner will be the last recorded out. In Co-Rec, this runner will be gender specific. Once a pinch runner is used, the person going out of the game may not return back into the game.
- .06 LENGTH OF GAME
  - a. The umpire will permit fifty (50) minutes playing time or nine (9) full innings, from the time "play ball" is called until he/she calls the last inning.
  - b. In all leagues, the "run ahead rule" is as follows: (A) 20 runs ahead after 4 or (B) 15 runs ahead after 45 minutes.
- .07 Bunting by either gender is not allowed
- .08 If a male batter is walked he automatically advances two bases. The next batter, female, must bat if there are no outs or one out. When there are two outs, the female batter has the option to bat or walk.

## **ARTICLE 2 GENERAL PARTICIPATION REQUIREMENTS**

No player shall be eligible to play in any T.A.A.F. sport unless the player meets all of the following rules:

- 2.1 Must be an amateur in said sport and shall receive no pay to play for any team. An amateur is defined as "one who engages in sport for pleasure and for the physical, mental or social benefits, which he or she derives from that sport and to whom the sport is nothing more than an avocation."
- 2.2 Any player who has played professional sports shall be ineligible to participate in that sport for one (1) year after his last day as a member of a professional team. This rule shall not conflict with the AABC rules in baseball.
 

Note: The protesting individual(s) bear the entire burden of proof regarding a player's participation as a member of a professional team. The T.A.A.F. state commissioner has the final authority to accept or reject the protesting individual(s) proof.
- 2.3 Meets all team qualifications in MOP Article 3.
- 2.4 Does not play under an assumed name.
- 2.5 In order to compete in any T.A.A.F. play, a foreign player must reside in the state of Texas continuously for a minimum period of one (1) year prior to being eligible to play.

Exception: Men's and women's fast pitch foreign softball players' eligibility will be determined by the national governing body of softball. To be eligible to participate in T.A.A.F. softball, a copy of any document required to be on file by the NGB for softball must also be filed with the T.A.A.F. state office. The same filing deadline applies for the NGB and T.A.A.F.

- 2.6 An adult player may play on more than one team within a region, but must choose one team as his/her own prior to T.A.A.F. championship play.
- .01 No player may be on more than one roster, in a T.A.A.F. division, during T.A.A.F. championship play (region and state tournaments).
  - .02 A player must be on the sports roster by the deadline state in the participant guide.
- 2.7 A player forced to transfer from one region to another by his employer may participate in the new region providing the player has been employed by the firm for at least one (1) full year prior to the transfer and the player remains employed by the same firm.
- 2.8 Individual sport participants must reside in the state of Texas.
- 2.9 The team or individual attempting to qualify for state competition must attempt to qualify through the regional qualifier of the region in which they are registered. No participant in an individual sport or a team in team sports may attempt to qualify through more than one city, region or affiliate. Should any team or individual be discovered in violation of this rule, he/she/they shall be disqualified from that sport for that year.
- 2.10 Any region competition must take place within the established boundaries of the assigned region. If it becomes necessary to host a region competition outside of the designated boundary, prior written consent is required by the region in which the event is being held.
- 2.11 Player identification:
- .01 A player must be prepared, at all times, to provide proof of identification. A driver's license or comparable identification, which includes a current photograph and signature, is acceptable.
  - .02 A player must be prepared, at all times, to provide proof of age when participating in T.A.A.F. sports categorized by age classifications or divisions. A driver's license or copy of a birth certificate from the Bureau of Vital Statistics is acceptable.
  - .03 A player failing to provide appropriate proof of age or identifications, when requested by a meet director, tournament director or state commissioner, may be declared ineligible and the team/player subject to disqualification.
- 2.12 All teams must wear like colored, non-duplicated numbered jerseys for regional and state tournaments.
- 2.13 All participants in adult team sports must have attained the age of sixteen (16) prior to the registration date for teams in that sport, unless specific sport regulations provide otherwise.
- 2.14 Age determination for youth sports

Sport	Age Determining Date
Basketball (Boy's & Girl's Winter)	September 1 of current school year
Basketball (Boy's & Girl's Summer)	September 1 of current calendar year
Boxing	Based on age as of the Games of Texas
Cheerleading	September 1 of current year
Flag Football – youth	September 1 of current year
Golf – youth	September 1 of current year
Gymnastics	January 1 of the year of competition
Inline Hockey	September 1 of current year
Kickball – Youth	September 1 of the current school year
Softball – Youth	December 31 of current year
Swimming – Summer	June 1 of current year
Swimming – Winter	Age as of the Winter Games of Texas swim meet
Tennis	Age as of Games of Texas dates

Track and Field	Based on year the athlete was born
Volleyball – Youth	September 1 of current school year

**ARTICLE 3 TEAM SPORT REQUIREMENTS**

3.1 Team Sports

.01 Deadline for T.A.A.F. Registration:

Sport	Deadline
Basketball - Adult	January 15
Basketball - Winter - Youth/High School	January 15
Flag Football - 8 on 8	October 15
Flag Football - 4 on 4	March 1
Flag Football - Youth	November 1
Hockey - In-line	Register at State Tournament
Kickball	Register at State Tournament
Soccer	Register at State Tournament
Softball - Spring/Summer - Adult/Youth	June 1
Softball - Fall	Register at State Tournament
Volleyball - Adult	Register at State Tournament
Volleyball - Sand	Register at State Tournament
Volleyball - Youth	April 15

3.2 Team Fees:

- .01 Member Cities and Affiliate Members will pay the following registration fees to T.A.A.F.:
- All Sport Fee: \$10 per team if all teams within that given sport are registered. (Example: Youth Basketball, Adult Flag Football.)
  - Unattached Sports Team Fee: \$25 per team if not all teams within a given sport are registered, those teams are considered unattached and will not be eligible for the lowest level of play in that sport if multiple levels of play are offered.

\*Region registration fees may be added to the state team registration fees up to \$2.00 per team

- .02 REGION MEMBERSHIP FEES:
- a. Regions that charge a fee in excess of the state fee may not exceed that fee by more than \$2.00 / team.
  - b. Regional membership fees may not exceed \$25.00
  - c. Any fee proposal exceeding the above limits must be approved by the executive board.
  - d. Any region charging a regional fee must provide the T.A.A.F. State Office proof that they have a federal tax identification number by January 2nd of the current year.
  - e. Regional fee schedule must be submitted to the T.A.A.F. State Office seven (7) days prior to the January 2005 board meeting and at the annual meeting in 2006 and thereafter.
- .03 Insurance may be purchased for an additional fee. Contact the T.A.A.F. state office for fees and enrollment information.
- .04 A late fee of five dollars (\$5.00) per team may be charged to any registration after the deadline date.



3.3 Unattached Teams (adult **and youth** sports only):  
The fee for an unattached team are fifty (\$50) per year. This fee allows the unattached team to participate in the highest division of adult **and youth** team sports

.01 Teams playing in a T.A.A.F. league cannot register as an unattached team.

3.4 Registration Requirements

.01 Member Cities/Affiliate Members/Unattached Teams must furnish the following to the T.A.A.F. State Office by the registration deadline date:

f. One (1) copy of the league registration form, including division codes

g. One (1) copy of the team registration form

h. All registration fees

An .02 Team registrations must be certified by the city where they compete, if a Member City. Affiliate Member will mail their registrations directly to the T.A.A.F. State Office.

3.5 Team Roster Requirements

.01 To advance in T.A.A.F. championship play, each team will be required to submit a complete team roster as follows:

a. It must be written or typed on an approved T.A.A.F. team roster form. Exception: Softball rosters may be submitted on the official roster from the national organizations whose rules are governing the state tournament (i.e. ASA, USSSA)

b. Each individual listed on the roster must sign it in ink.

.02 Member Cities and Affiliate Members are required to submit team rosters for those teams advancing to championship play.

.03 It is recommended that all youth teams advancing to a state tournament have a minimum of one (1) T.A.A.F. approved national certified coach, to be listed on the team roster.

3.6 Returning Teams

.01 All T.A.A.F. team champions (except youth basketball) shall be eligible to return to the state tournament as defending champions, provided they have not been reclassified and have the following minimum returning players:

SOFTBALL SLOW PITCH	10 PLAYERS
SOFTBALL FAST PITCH	9 PLAYERS
FLAG FOOTBALL	6 PLAYERS
BASKETBALL	4 PLAYERS
VOLLEYBALL	4 PLAYERS

3.7 Region/State Tournament Participation

.01 In order to be eligible to compete for state honors, each team must have:

a. Registered with T.A.A.F. by the deadline date.

b. Fulfilled all roster requirements as specified by the Member City, or, if an Affiliate or Unattached Team, by the Regional Director.

- .02 To enter a regional tournament, the local T.A.A.F. Member City representative must certify the roster. The roster must be submitted to the regional tournament director (adult men's basketball and flag football only) prior to the deadline established by the region.
- .03 To enter a state tournament, the regional director must certify the roster, including if from another organization (i.e. ASA, USSSA). Note: this is NOT the regional tournament director. The roster must be submitted to the state tournament director prior to the state deadline.
- a. Affiliate and Unattached teams need to check with the T.A.A.F. state office for their requirements.
- .04 Each Member City will have the right to advance any team that has registered with T.A.A.F. in all team sports except the following sports/classifications:
- a. Men's 8 on 8 Flag Football
  - b. Youth Flag Football
  - c. Winter Youth Basketball
- .05 The state tournament director may or may not limit the number of teams that are accepted in the state tournament. The state tournament director must accept a minimum of 20 teams in each division of youth and adult basketball and youth or adult volleyball. The state tournament director must accept a minimum of 32 teams in each division of adult or youth flag football and adult or youth softball.
- a. In the Men's and Youth Flag Football State Tournaments and Girls Fast Pitch Softball Tournaments each Member City member will have the right to advance one (1) T.A.A.F. registered team to participate in the T.A.A.F. State Championship Tournament. The state tournament host city will have the authority to accept additional teams, if team registrations for the state tournament from the "automatic berths" do not fill the tournament.
  - b. The teams in the Winter Youth State Basketball Tournament must qualify through regional tournament. The Winter Boys and Girls State Basketball Commissioners will set the number of teams that qualify for the Winter Youth State Basketball Tournament. The State Commissioners and State Tournament Directors will determine the total number of teams accepted in the Boys and Girls Winter State Basketball Tournaments.
- .07 In a regional or state T.A.A.F. tournament, any team that fails to show up may be suspended from T.A.A.F. play for one year unless the team notifies their regional director and the state tournament director of their intent to be a no show. This notification must be made prior to the start of the tournament. This rule applies to every participant; all team members and all coaches, on the official team roster.