

# CO-ED Kickball

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## **Team Formation** [see diagram 1]

- 10 players on the field at a time (8 men, 2 women minimum).
- Field formation must include: catcher, pitcher, 4 infielders, and 4 outfielders.
- Teams must have 12 players minimum on a roster, there is no maximum number of players on a roster. An updated roster requires 24 hours for late registrants.
- Teams can play a game with a minimum of 8 players on the field. (Must include 1 woman).
- Each team must have a designated team captain on site.
- All players must be on the team roster to play. (Team captains are responsible for providing a printed version of their team roster for EVERY game.)

## **League Requirements**

- Must be 18 years of age.
- League fee per player: \$60
- Entire player payment must be submitted in order to 1: play and 2: receive your jersey.
- Teams must abide by the league guidelines.
- Each team will be provided with team jerseys.
- No metal cleats.
- Teams must also comply with rules of the park.

## **I.D. Check**

- Each player is responsible for bringing a valid drivers license to be checked before every game.

## **Scheduling**

- Games will be played on weeknights
  - o either (Mon – Tues – Wed – Thurs) depending on the amount of teams.
- Evening game times could include 6:30 – 7:30 – 8:30.
- A complete game will be a time limit of 50 minutes, or 7 innings, whichever comes first.
- A playoff will take place directly after the regular season.
- If a team does not have enough to play, the team captain must contact us AT LEAST 6 hours prior to the scheduled game time in order to properly forfeit.
- A proper forfeit will result in a 6-0 loss.
- An improper forfeit (when no notice is given, or notice is given after the 6-hour mark) will result in a 12-0 loss.
- More than 2 forfeits a season will result in a team being suspended from the next season.

## **Rules**

- Kickball used should measure 10 inches in diameter.
- If the game reaches the time limit or inning limit and the score is still tied, the game will result in a tie.

## ***Strike Zone***

- The strike zone extends one foot left and right of the plate and one foot above the ground from the bottom of the ball.

## ***Legal Pitches***

- Pitching must be underhand only. All pitches should be kickable (no fast balls, curving balls, bouncing balls, or spinning balls).

## ***Illegal Pitches***

- The umpire will call an illegal pitch/dead ball if the pitch is un-kickable. If the pitcher continues to pitch illegal balls, the umpire will remove the pitcher. Teams will have the option of removing the pitcher from the game or replace them with a player who is already playing the field.

## ***Slow Pitches***

- If the ball does not make it to home plate, the umpire will call a ball.

## ***Bouncing Balls***

- If the ball is bouncing one-foot above home plate, it will be called a ball. (The kicker may still kick the ball.)

## ***Player Positions***

- The pitcher must stay in the pitcher's box until the ball is kicked.
- No player may advance forward of the first/third baseline (diagonal) until the ball is kicked.
- Outfielders may not come within 10 feet of the first-second and second-third baseline before the ball is kicked.
- Infielders may not move out more than five feet from the first-second and second-third baselines before the ball is kicked.
- If a fielder or pitcher makes an out by illegally advancing beyond the first/third baseline, the runner will be declared safe.
- The catcher must stay three feet behind the kicker before the kick.

## ***Field Positions***

- Fielders may switch positions once per inning. No switching back and forth repeatedly is permitted.

## ***Count***

- The count begins with one ball and one strike.
- The kicker is out after three strikes.
- If the ball is caught in foul territory after the third strike, then the ball remains live. If the third strike is called because the player kicks the ball in front of the plate, catching the ball is not a factor.

### ***Ball in Play***

- Once the pitcher has the ball in control and is inside the pitcher's box, the play is over. Play resumes once the next pitch is thrown. ONLY the pitcher may gain control of the ball inside the pitcher's box to stop play. He or she must have control of the ball. No fake outs. The umpire will call "time" to end the play.

### ***End of Play***

- Once the pitcher has control of the ball on the mound, base runners who are less than halfway between bases must return to their original base (called by the umpire).

### ***Kicker***

- No bunting is allowed.
- Players must use a full follow-through kicking motion when striking the ball, with one foot crossing in front of the other with at least a three-quarter swing. If the umpire calls a bunt and a fielder catches the ball in the air, the kicker will be called out.

### ***Baselines***

- Runners must stay within the baseline, and fielders must stay out of the baseline unless they are attempting to tag the player or catch the kicked ball. Fielders attempting to make an out by way of tagging the base may have their foot on the base, but they must lean out of the way of the baseline.

### ***Leading Off***

- Leading off base is not allowed. A runner leading off base before the ball is kicked will be out.

### ***Stealing Bases***

- Stealing bases is **NOT** allowed.

### ***Tagging Out***

- All ties go to the runner. Hitting a runner above the shoulders is not allowed and the runner is safe. (Exceptions: If the runner ducks, slides, or dives attempting to dodge the ball, it is the umpire's judgment.)

### ***Tag Up***

- After a kicked ball is caught, runners must tag their original base before proceeding to the next base (that is, tag up). If the runner has not left the base, he or she may simply run to the next base without a tag up.

### ***Fly Balls***

- At their own risk, runners can advance to the next base after a fly ball has been caught.

## **Strike**

- The umpire will call a strike in the following circumstances:
  - The kicker fails to kick or misses a pitch within the strike zone.
  - If the ball hits the line on either side of the plate, that is a strike.
  - The kicker kicks the ball in front of the home plate.
  - The kicked ball does not pass the arc.
  - The kicker kicks a foul ball.
  - Three fouls is an out.
  - Strike zone extends 1' from each side of the plate.

## **Ball**

- The umpire will call a ball in the following circumstances:
  - The pitch is outside the strike zone. (The kicker may still kick the ball.)
  - The pitch is bouncing. If the umpire calls a ball because of an illegal bounce, then the play is dead even if the kicker has kicked the ball and/or a fielder catches the kick.
  - The pitcher or any field player advances on the plate before the kick. If the ball is kicked, the runner will be declared safe, even if it is caught. All other runners will advance to accommodate the kicker taking first base.
  - A pitched ball does not reach home plate. The ball cannot be kicked.

## **Fair Ball**

- A legally kicked fair fly, line drive, or grounder shall be judged by the umpire according to the relative position of the ball and the foul line, and not with respect to the position of the fielder (on fair or foul ground) at the time the ball is contacted.
- A ball that is touched in fair territory and rolls into foul territory is a live ball.
- A kicked ball that has passed first or third base in the air, lands in fair territory, and then travels out of bounds is still a live ball.

## **Foul Ball**

- A foul occurs when:
  - A kick lands out of bounds.
  - A kick lands in bounds but travels out of bounds (on its own) before it reaches first or third base. (Any ball that is touched is automatically in play.)
  - A kick does not meet the minimum kick requirement.

## **Distance**

- All players must kick the ball past the 15' arc before two seconds have passed (Umpire's discretion). All balls that do not reach this line will be called a foul. If the ball is fielded before reaching the line, it is in fair play

## ***Outs***

- An out occurs when:
  - o The count reaches three strikes.
  - o A player is touched by the ball at any point while not on base.
  - o A runner who is on the same base with another runner is tagged by the ball.
  - o A kicked ball, foul or fair, is caught in the air
  - o A runner is off the base when a ball is kicked.
  - o If a runner intentionally touches or stops the ball, the play ends. The runner is out. (Hitting the base with a kicked ball does not cause an out.)
  - o A count of three outs by one team completes the other team's half of the inning.

## ***Walk***

- A walk occurs once four balls are called, keeping in mind the count is one ball and one strike before the first pitch.

## ***Infield Fly Rule***

- For an infield fly rule to be called, runners must be on first and second base, and there must be fewer than two outs.
- The kicker is automatically out when the umpire calls the infield fly rule and the ball will be declared dead if kicked up into the air (not line drives) to an infield player.
- With two outs, a ball kicked in the air to the infield will remain a live ball.

## ***Behavioral***

- All behavioral issues and/or misconduct will be handled by the Parks and Rec staff.

