



Official Houma/Thibodaux Coed Kickball Rules

Version 1.2

Jan 1, 2017

Rules

1.1. These rules governs the playing of adult kickball games by any Southern Sports Leagues Team, League Game, or Tournament.

2. General Guidelines

3. League and Tournament Details

3.1. The League/Tournament Director shall determine the style of play used at their individual event or league.

3.2. The League Directors shall have the option to use either a Single Elimination Format, Double Elimination Format, for any league tournament or event.

3.2.1. Southern Sports Leagues prohibits any defamatory and/or disparaging remarks regarding any adult kickball association.

3.2.3. Any offensive, demeaning, abusive, or otherwise inappropriate material (Team Names, Event Names, Sponsorships, etc.) may be removed without notice.

3.3. Game Details

3.3.1. League Games

3.3.1.1. All League Games will consist of six (6) innings or 55 Minutes time limit.

3.3.1.2 There shall be no grace periods. Game shall start at their scheduled time.

3.3.1.2. Teams must play a minimum of four (4) full innings in League Games.

3.3.1.3. There is a "mercy rule" for League Games.

3.3.1.4. Ties are allowed in League Games.

3.3.2. League Playoff Games

3.3.2.1. All Elimination Playoff Games will consist of six (6) innings.

3.3.2.2. Teams must play a minimum of three (4) full innings in a League Playoff Games.

3.3.2.3. There is a “mercy rule” for Elimination Playoff Games. See Mercy Rule, for clarification.

3.3.2.4. Ties are not allowed in Playoff Games. If a Playoff Game is tied after six (6) innings or 55 minutes of play (whichever occurs first), then Overtime will be enforced. See Overtime Rules for Clarification.

3.4. Time Limit

3.4.1. In the event of a game reaching its specified time limit, the League Director or Head Umpire, will inform the teams that their time limit has expired.

3.4.2. Once this has occurred, the Head Umpire will be responsible for finishing the full inning the teams are currently in, if time/scheduling permits.

3.4.3. However, unless Overtime occurs, no game will be longer than (55) minutes. At the end of fifty five (55) minutes, the game is over, and the final score will be the score at the end of the last full inning.

3.4.4. Teams who have reached the fifty-five minute limit for a Playoff Game must finish any full inning in which they are currently playing before Overtime applies. If 1 team is winning at the end of the last inning then no overtime shall ensue.

3.4.5. Due to Time Constraints on Fields, the league director may adjust the game times/limits as needed.

3.5 Game Length and Extra Innings All games shall consist of 6 innings, time allowing, unless falling into the below categories:

3.5.1 At the end of the third inning or at the end of any full inning thereafter a team up by 12 or more runs automatically wins the game and the game is over.

3.5.2 Overtime Rules (Extra Innings)

3.5.2.1 In the event of a tie score after 6 innings, extra full innings shall commence until a winner is determined or until the allotted time expires. Each extra inning should be played with these modifications:

3.5.2.2 Place the last kicker (1) from the previous inning on second base

3.5.2.3 Only 8 players on the field for the defense consisting of 4 women and 4 Men

3.5.2.4 All kickers start with an unmodified count (0 balls, 0 strikes, 0 fouls)

3.6. Mercy Rule

3.6.1. For League Games and Playoff Games, if there is a ten (10) run difference at the end of the 4th inning or at the end of full inning thereafter, then the mercy rule will be an option for the winning team at that point.

3.6.2. If the winning team chooses to keep playing then the game shall end promptly at the completion of (6) innings or upon reaching the 55 Minute Time limit.

3.7. Determining Home / Away Team

3.7.1. League Games: The Head Umpire will determine Home/Away with the Team Captains using Rock-Paper-Scissors (RPS).

3.7.2. Playoff Games: The team with the higher starting Playoff Seed may choose Home or Away status.

3.8. Determining Playoff Seeding

3.8.1. The League Director shall have the ability to either have all teams in 1 playoff bracket or separate them into an upper and a lower division bracket, whichever they see fit to encourage growth of the league.

3.8.2. Playoff Seeding will be ranked according to a team's Win, Loss, Tie, Forfeit record.

3.8.3. Tiebreakers for Playoff Seeding are listed below. Once a team/team(s) has/have been eliminated using a tiebreaker, the tiebreaker process continues again with the first tiebreaker for remaining teams.

3.8.4. If teams have the same number of Win's Loss, Ties, and Forfeits then "Head to Head Score" between all of the tied teams will be used.

3.8.5. If Head to Head Score Seeding results in a tie, then "Run Differential" will be used.

3.8.6. If Run Differential results in a tie, then "Score vs Common Opponents" will be Used."

3.8.7. If "Score vs Common Opponents" results in a tie then the two captains shall RPS (Rock Paper Scissors) for the higher seed.

4. Field Setup

4.1. Field

4.1.1. All Field Setups will be approved by the League Director before the start of the play.

4.1.2. See Field Setup Diagram.

5. Equipment

5.1. Equipment provided will consist of bases, cones, Official Kickball(s), a field measurement aid, a First Aid Kit.

5.1.1. The Official Kickball is the Baden Sports PG-10.

5.1.2. Player names or nicknames placed on the jerseys may not be obscene or overtly sexual, nor may they contain any offensive language.

5.1.3. Metal cleats are never allowed.

5.1.4. Athletic Gloves (including, but not limited to, batting, goalie, receiver, golf, weightlifting, or bike gloves) are allowed for all players except the pitcher.

5.1.5. Pitchers may wear a glove on their non-throwing hand only. Pitchers may never wear a glove on their throwing hand.

5.1.6. A Fielder may wear any type of Athletic Glove, as long as it does not leave a residue on the ball.

5.1.7. If a player is wearing gloves that leaves a residue on the ball, they will be asked to remove their gloves. If it cannot be determined which player is wearing gloves that are leaving a residue on the ball, then all players will be asked to remove their gloves for the remainder of the game.

5.1.8. Any equipment on a player (uniform, costume, soft brace, hair(pony tail) etc.) is an extension of the player.

5.1.9. Should a player be found to be in violation of the equipment guidelines, that player will be warned by the Head Umpire to remove the disallowed equipment. Failure to comply will subject the player to ejection, suspension and/or possible expulsion from the league

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6. Eligibility, Lineups, Injury, & Sportsmanship

6.1. Eligibility

6.1.1. Players, Rosters, Lineups, and Teams must meet the Eligibility Requirements at all times.

6.1.2. Players must be 21 years of age or older to compete in a Southern Sports League, League Game;

6.1.3. Players who do not meet the Eligibility Requirements cannot play in a Southern Sports League Game.

6.1.4. Teams who do not meet the Roster or Lineup requirements must comply or it will result in a forfeit for each game until compliance is achieved. The only exception is noted below.

6.1.4.1 In the event a team does not have the minimum number of each sex at the start of the game (4 Males/ 4 Females), the team may take an out in the kicking order for every player less than the minimum.

6.1.4.2 If a team takes an out for each player below the minimum required, they may add a player in the lineup where they are currently taking the out once that player shows up. You may only add players up to the minimum number required and no more.

6.1.5. Any use of ineligible players not on the submitted Roster will automatically result in a forfeit of the game and any remaining games in the schedule.

6.2. Lineups

6.2.1. Kicking Lineup - General Rules

6.2.1.1. Team Captains must exchange written Kicking Lineups at the start of each game..

6.2.1.2. Teams may request the identity and/or sex of any player on the Kicking Lineups and Team Bench Lists.

6.2.1.3. The Kicking Lineup may contain more than ten (10) people, even if these Kickers do not play the field.

6.2.1.4. The order of a Kicking Lineup may not change during the course of the game. No Substitutions are allowed.

6.2.1.5. Every player that a Team wishes to use in a game must be on the Kicking lineup.

6.2.1.6. If a team player cannot kick at the designated spot in the Kicking Lineup, that player's "at kick" will be counted as an out, unless due to injury.

6.2.1.7. Each team is entitled to one "courtesy runner" of each sex per inning. The "courtesy runner" must be the last person of the same sex in the kicking lineup, to get out while kicking.

6.2.1.8. If a team has used their courtesy runner and a player becomes injured on a play, they may have additional courtesy runners but the injured player must be removed from the game and may no longer be in the kicking or fielding lineup.

6.2.1.9. If an umpire views a team is abusing the injured "courtesy runner" rule, then the runner will be called out and removed from the game.

6.2.1.10. If a team does not have a minimum of 4 players from either sex, then they must take an out for each player missing in the lineup.

6.2.1.11. Teams must play down a player in the field for each missing player below the minimum number of players for each sex.

6.2.1.12 Teams may not add players once they have gone through their entire kicking order unless they do not have the minimum of 8 players (4 Guys/ 4 Girls) as specified in the above rules 6.1.4.1 and 6.1.4.2. No other exceptions are allowed.

6.3. Fielding Lineup - General Rules

6.3.1. No more than ten (10) players can take the field at one time.

6.3.2. Each Team's Defensive Lineup must have at least four (4) women.

6.3.3. Defensive players may substitute freely with other players in the kicking lineup.

6.3.4. A Team must have only one Pitcher and only Catcher in the field.

6.3.5. Each team may replace its Pitcher and/or Catcher position once per inning, unless injury forces another substitution.

7. Injury - General Rules

7.1 In cases of injury or illness, a time-out may be requested by the Team Captain for a player removal and replacement with a proper substitute of the same sex.

7.1.2 All injuries must be reported to the opposing Captain and the Head Umpire's score sheet.

7.1.3. If a team uses an additional courtesy runner, over the allowed one per sex per inning on an injured player, than the injured player shall be removed from the game and may not re-enter the game.

7.1.4. If a player becomes injured and is unable to kick, then they shall be removed from the kicking order without penalty and the kicking order shall continue minus the injured player.

8. Ejection from Game

8.1. For any player ejected from the game who is in the Kicking Order, their spot shall count as an automatic out and they shall be subject to a possibly minimum 1 game suspension.

9. Sportsmanship

9.1. All Player(s), Visitor(s), and/or Fan(s) of Teams at League Games are expected to conduct themselves in a sportsmanlike manner as deemed by the Head Umpire for game conduct, and by the League Director for game conduct (not game-specific).

9.2. Any conduct deemed unsportsmanlike will not be tolerated. Such conduct includes, but is not limited to: fighting, taunting, verbal abuse, lewd or obscene behavior, threatening behavior, offensive language or comments, excessive delay, stalling tactics, and/or collusion.

9.3. Only the Team Captain is allowed to discuss calls with the Head Umpire or Game Umpires.

9.4. Violators face penalties from warnings and up to and including ejections, suspensions, and expulsions for the Player or Team, as determined by the League Director.

10. Officials

10.1. Officiating

10.1.1. League Game

10.1.1.1. There shall be a Head Umpire and at least one Base Umpire for each League Game.

10.2. Enforcement

10.2.1. The Head Umpire may issue warnings and/or ejections for repeated violations of these rules and/or other unsportsmanlike behavior. The Head Umpire must notify all Team Captain(s) of such issuances.

10.2.2. No warning is required to precede an ejection. Ejections may occur without warning for particularly serious rules violations and/or other unsportsmanlike behavior.

Behavior shall include but shall not be limited too only: Physical/verbal abuse of opponents, Visitors, Fans, Umpires, or Staff ; OR,
10.2.3. Any activity otherwise prohibited by the Event Facility rules, or local/state/federal law.

10.2.4. Any ejected player must leave the Playing Field and the Event Facility. Such player shall not be considered as lawfully on the premises of the Event Facility. Failure of an ejected player to leave the premises of the Event Facility will cause that player's Team to forfeit any game it has in progress.

11. Game Play

11.1. Outs

11.1.1. Any count of three (3) Strikes is an out.

11.1.2. Fouls do not count as strikes.

11.1.3. Four (4) Fouls is an out.

11.1.4. Any pitched ball contacting the Kicker (whether kicked or not) and caught in the air by a defensive player prior to touching the ground is considered an out.

11.1.5. Any time a pitched ball kicked into play makes contact with a Base Runner who is not on base (the exception being a Base Runner who has overrun first base) is an out.

11.1.6. Any time a Fielder with the ball contacts a Base Runner who is not on base (the exception being a Umpire who has overrun first base), via a throw or a tag is an out.

11.1.7. If any part of a ball thrown, kicked, or otherwise deflected by a Fielder at a Base Runner makes first contact with the Base Runner on any part of the head or neck while the Base Runner is not diving, not sliding, or not ducking, the Base Runner shall be awarded the base to which s/he was running.

11.1.8. Any time a Fielder has control of the ball and touches a base to which a Base Runner is forced to advance prior to the Base Runner reaching the base is an out.

11.1.9. Any Base Runner intentionally running more than four (4) feet outside the baseline, intending to avoid a tag or throw, is out.

11.1.10. Any Base Runner interfering with a Fielder making an active play on the ball is an out. This includes, but is not limited to intentionally striking a ball in play and/or intentionally screening the ball from a Fielder's view.

11.1.11. Any Base Runner not on base when the ball is actually kicked by the Kicker is an out. If this is the third out of an inning, the Kicker's at-kick ends.

11.1.12. Any Base Runner who passes another Base Runner is out.

11.1.13. If 2 base runner's occupy the same base at the same time, then the lead runner is out.

11.1.14. Any Base Runner who is physically assisted by any team member is out.

11.1.15. Any attempt by the Kicker or Base Runner to make contact with a kicked ball, fair or foul, is out.

11.1.16. If a player cannot kick at the player's designated spot in the kicking order, except for injury, the "at kick" is an out.

11.2. Pitching

11.2.1. Pitching Format

11.2.2. All pitches must be delivered by hand.

11.2.4. All pitches must bounce twice or have a complete roll before crossing the plate. If the second bounce is on the plate, the pitch is a ball.

11.2.5. A Pitcher must throw the ball by hand.

11.2.6. A Pitcher must deliver each pitch:

11.2.7. On or behind the encroachment line;

11.2.8. With the plant foot, upon release, behind the pitching strip and no more than 1 foot to the side of the pitching strip.

11.2.9. If a pitcher's foot crosses the pitching strip prior to the ball being kicked, it is encroachment and the batter shall be awarded a ball or the result of the play on the first occurrence and first base at each subsequent occurrence.

11.3. Strikes

11.3.1. Three strikes, and a Kicker is out.

11.3.3. The Strike Zone

11.3.3.1. The Strike Zone is 1 foot to either side and the back side of home plate and 1 foot high.

11.3.4. A strike is:

11.3.5. Any part of the ball touches any part of the strike zone; and, any part of it does not reach more than 1 foot high, as measured from the bottom of the ball, at any time during the bounce that carries the ball to or through the strike zone.

11.3.6. Paint or marking the field may be used to designate the strike zone.

11.3.7. Any attempted kick that does not make contact with the ball is a strike

11.4. Fouls

11.4.1. Foul balls do not count as strikes.

11.4.2. 4 Fouls is an Out

11.4.3. There is no kicking box.

11.4.4. Any kick during which the Kicker's plant foot, steps at least partly in front of Home Plate is a foul.

11.4.5. Any improperly kicked ball is a foul.

11.4.6. Any ball that touches a kicker more than once in foul territory is foul. (double kick).

11.4.7. Any kicked foul ball is live until it hits the ground.

11.4.8. A Fielder may catch a foul ball to get the Kicker out. If a play is made, then any Base Runners who have tagged up correctly may advance at their own risk.

11.4.9. A ball once foul is always foul. A ball may not come back into fair territory. (This is not like baseball).

11.4.10. A ball that passes 1st or 3rd base on the ground foul, is foul.

11.4.11. A fly ball that passes 1st or 3rd base and lands in foul territory is foul.

11.4.12. A ball shall be determined foul or fair based on the position of the ball, not the player. A player may not stand in foul territory and touch a fair ball to make it foul.

11.5. Balls

11.5.1. Four balls, and a Kicker is walked.

11.5.2. Any pitch that is not a strike or foul is a ball.

11.5.3. Intentional Walks are allowed.

11.6. Catching

11.6.1. Teams must have one (1) and only one (1) Catcher while on defense.

11.6.2. The Catcher must stand directly behind the Kicker and no part of the catcher's body may be past any part of the kicker until the ball is kicked. Failure to do so results in an Encroachment call and the kicker is awarded a ball or the result of the play for the 1st occurrence and 1st base for each subsequent occurrence.

11.6.3. The Catcher may not stand off to the side of the kicker or run next to a kicker during the act of kicking. No part of the catcher's body may be past any part of the kicker until the ball is kicked. Failure to do so results in an Encroachment call and the kicker is awarded a ball or the result of the play for the 1st occurrence and 1st base for each subsequent occurrence.

11.7. Catcher Interference is prohibited.

11.7.1. There are no warnings issued for catcher interference.

11.7.2. Catcher Inducement is prohibited.

11.7.2.1. If a Kicker makes an unnatural move and initiate contact in an attempt to draw a Catcher Interference call, the Kicker will be given a single warning for Catcher Inducement.

11.7.2.2. If that same Kicker repeats the Catcher Inducement violation, that Kicker shall be called out.

11.8. Fielding

11.8.1. All Fielders, with the exception of the Catcher, must be positioned with at least one foot in fair territory until the ball is kicked.

11.8.2. Fielder Interference is prohibited.

11.8.3. Fielders may not stand within the baseline, on the base, in a position blocking the base, nor may they come into contact with a Umpires (including intentional fake tags), unless making an active play on the ball.

11.8.4. Fielders must use the Inside Base at first base to record force outs.

11.8.5. Fielder Interference under results in the Base Runner being awarded the base attempted by the Base Runner, at the discretion of the Umpire.

11.8.6. A Umpire's Interfering a Fielder's active play on a ball results in the Base Runner being called out.

11.9. Fielder Encroachment

11.9.1. Encroachment occurs when a pitcher or any other player other than the catcher, crosses the 1st-3rd base line before the ball is kicked.

11.9.2. The result of encroachment is the kicker awarded a ball or the result of the play for the 1st occurrence and 1st base for each subsequent occurrence.

11.10. Kicking

11.10.1. All legal kicks must:

11.10.2. Be made below the waist;

11.10.3. Occur with the Kicker's plant foot completely within the Kicker's Box, with no part of the plant foot in front of the plate; and,

11.10.4. Contact the ball only once during the kicking.

11.10.5. Teams must kick in their submitted kicking order. A Kicker who is in the Kicker's Box and kicking out of order results in an out for the spot in the order that was due up according to the written lineup.

11.11. Running the Bases

11.11.1. Base stealing is not allowed. A Base Runner off base when the ball is kicked is out.

11.11.2. Base Runners may not intentionally run more than 4 (4) feet outside of the baseline to avoid a tag or throw.

11.11.3. Base Runners have the right-of-way within the baseline, except that a Fielder has the right to make a play on any ball in play, including within the baseline.

11.11.4. Base Runner running to 1st base must use the Safety Base located on the outside of the foul line. Failure to do so results in the runner being out.

11.11.5. Base Runner may only use the inside bag if they are advancing to 2nd base or to avoid a collision.

11.11.6. If a base becomes dislodged during play, the Base Runner is considered on base while maintaining contact with the original area on the field representing the original location of the base.

11.11.7. In order to advance on a caught fly ball, Base Runners must "tag- up" on their original bases at or subsequent to the Fielder's first contact with the ball.

11.11.8. Failure to tag-up allows the defense to make an out by either tagging the Base Runner with the ball before the Base Runner returns to the original base, or by a Fielder in control of the ball touching the original base before the runner returns to it.

11.11.9. Failure to tag up is not an automatic out. It must be recognized by the defense, and appealed on the original base to the umpire who makes a judgment on all on the tag up.

11.11.10. A Base Runner who passes another Base Runner is out.

11.11.11. A Base Runner physically assisted by a teammate is out.

11.11.12. Once the Pitcher possesses the ball within the Pitcher's Circle, a Base Runner must return to the base last reached, regardless of the Base Runner's proximity to the next base, unless: the runner is in forward motion toward the next base or the pitcher attempts to make a play on the Umpire.

11.11.13. An appeal must be made on all base running errors. If a Base Runner is deemed out for a base running error, the play is adjusted accordingly as if the Base Runner was out at the time of the appeal.

11.12. Overthrows

11.12.1. An Overthrow is any attempt towards a base runner or base that goes untouched into foul territory, or deflects off of a fielder into foul territory. This may be a throw or kick. An attempt that comes in contact with a base runner (Red Hot) that deflects into foul territory is not an overthrow and players may advance at their own risk.

11.12.2. If a play is made on a Base Runner and goes into foul territory, it is considered an Overthrow.

11.12.3. An Overthrow allows Base Runners to advance up to one (1) base beyond the base they were running toward when the ball traveled into foul territory.

11.12.4. If the defense attempts to make a play on any Base Runner while advancing after an Overthrow, all Base Runners may attempt to advance as many bases as they choose.

11.12.5 A runner who remains stationary (standing) on a base when an overthrow occurs does not automatically get the next base. The runner must be advancing towards a base in order to be awarded an extra base on an overthrow.

11.13. Dead Ball Plays

11.13.1. If a Base Runner intentionally touches the ball, that Base Runner is out, the play is dead, and any other Base Runners must return to the base they last reached before the touching.

11.13.2. If a ball becomes trapped in any object; contacts another person who is not a Kicker, Base Runner, Fielder, Base Coach, or Umpire; or, travels to where a Fielder faces a substantial impediment in getting to the ball (e.g. roads, ditches, trees, etc.)

The play is ruled dead, and the Kicker shall be awarded a ground-rule double, and all other Umpires may advance 2 bases beyond the bases on which they began the play.

11.13.3. The Umpire has the discretion to award the Kicker and Base Runners whatever base they realistically would have reached had there not been Dead Ball Interference.

11.13.4. If a ball goes over a permanent fence that is aligned in fair territory on the fly, the Kicker shall be awarded an automatic Home Run.

11.13.5. On plays during which serious injuries occur, any Base Runners, at the Umpire's discretion, may be awarded the base the Umpire realistically believed they would be reached had there not been a serious injury. This awarding does not occur when it is the Kicker who is injured during the play.

11.14. Fair Balls

- 11.14.1. A legally kicked ball is fair if it:
- 11.14.1.1. Passes the front of home plate; AND
 - 11.14.1.2. Has not landed or rolled completely outside of either baseline, AND,
 - 11.14.1.3. Is positioned on any part of a foul line OR between the two foul lines when it:
 - 11.14.1.4. Is first touched by a Fielder or Base Runner; OR
 - 11.14.1.5. Stops completely; OR
 - 11.14.1.6. Strikes 1st base or 3rd base; OR
 - 11.14.1.7. Passes 1st base or 3rd base in the air, after having landed on a foul line or between the two baselines before such passage; OR
 - 11.14.1.8. Lands past 1st base or 3rd base.
 - 11.14.1.9. The fielder's position when fielding the ball is irrelevant to whether the ball is fair.
 - 11.14.1.10. A ball once foul, is always foul.

11.15. Foul Ball Plays

- 11.15.1. Any legally kicked ball that travels into foul territory prior to reaching the 1st base or 3rd base is foul.
- 11.15.2. Any legally kicked ball first touched by a Fielder or Base Runner while it is completely outside either foul line is foul.
- 11.15.3. A double kick (any time the Kicker contacts the ball two (2) or more times during an attempted kick) results in a foul. This kick, while illegal, is not considered a dead ball play.
- 11.15.4. Any kick that occurs above the waist of the Kicker is a foul.