

Adult Coed Kickball Rules

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1) General Info

- Traditional baseball rules apply unless otherwise specified.
- Home and away teams to be determined by a Chug off(players ages 21+ ONLY!) or Rock, Paper, Scissors (to be played Rock, Paper, Scissors...Shoot) winning team chooses which they would like.
 - Home team takes the field first.
 - Away team kicks first.

2) Equipment

- Players must wear league branded shirt that will be provided.
- Metal cleats are NOT allowed.
- All games will be played with a provided 10" rubber kickball.

3) Officials

- Games will be officiated by league head refs.
- Refs are responsible for making all calls during a game.
- Team captains are the only person that may challenge a call.
- Officials have the authority to give a warning to any player that acts in an ill-mannered way, including unsportsmanlike behavior or derogatory/offensive language towards officials or an opponent.
- League coordinator has the authority to determine whether an ejection is warranted.
- Officials may consult league coordinator on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.
- Any concerns or issues with an official, speak to the league coordinator postgame.

4) Players and Team Eligibility

- Each team should have a minimum of 15 players registered.
- Every player is to be at least 18 years of age or older.
- If any team has less than 16 players, there is a chance of a "free agent" player being added to your roster.
- While fielding, each team must field at least eight (8) players and no more than eleven (11) players.
- For a team to be considered game time eligible, there must be at least 4 females and 8 total players at the start of the game.
- All non-registered substitute players **MUST** get with the league coordinator to sign a liability waiver and show proof of ID.
- Forfeits result in a 5-0 victory for the eligible team.

5) Regulation Games

- Regulation games last six (6) innings or fifty (50) minutes, whichever comes first.
- ⇒ Game clocks will start at scheduled gametime. If a team doesn't have all eligible teammates present at the beginning of the gametime, the opposing team will have the choice of home or visitor.
- ⇒ If a team does not have a full eligible roster within ten (10) minutes past scheduled gametime, a forfeiture will be issued. Teams have the option to scrimmage for funsies.
 - At the end of regulation, if the score is tied, the result will remain or both captains can agree to a closest kick off tie breaker during regular play ONLY.

- The ball will be placed on home plate. Each team will have one player kick the ball. The team whose player kicks the ball closest to 2nd base will be awarded 1 additional point and the win.
- If the Home team already leads the game when the bottom of the final inning is reached or time expires, that team wins the game and the game is over.
- If the Home team takes the lead during the bottom of the final inning, that team wins, and the game is over.
- A new inning may NOT be started after 50 minutes of play time.
- If time is reached in the middle of an inning, the game is finished upon completion of the current inning.
- A game that is called off by the Official/League Coordinator for any reason before 3 full innings of play, shall not be considered a complete game.

6) Pitching

- Pitches must be delivered underhand; no curves, no side arm throws. Speed doesn't matter.
- Pitchers must remain behind the imaginary 1st and 3rd line until the ball has been kicked.
- ⇒ No part of the pitchers front foot may cross the front edge of the pitching stripe while pitching.
- ⇒ The result of the pitcher crossing the 1st and 3rd line, even if the ball is kicked, will result in a dead ball at the discretion of the umpire.

7) Catching

- ⇒ Catchers must be positioned directly behind the kicker, even if the kicker is outside of the kicking box.
- Catchers may not contact the kicker or position themselves so closely to the kicker that they impede the kicking motion.

8) Fielding

- Proper field position must be maintained by all fielders while a pitch is in progress and until the ball has been kicked.
 - All fielders besides the catcher must remain in fair territory behind the 1st and 3rd base imaginary diagonal line.
- At least four (4) players must remain behind the base line until the ball has been kicked.
- Failure to comply with proper position rules will result in a warning to both teams. The second and each subsequent position infraction by that team will result in the kicker being awarded first base regardless of the outcome of the kick.

9) Kicking

- All kicks must be made from the knee down.
- Kicks above the knee, double kicks or kicks with the bottom of the foot will result in a foul ball.
- If any portion of the kicker's planting foot is across the front of the home plate when kick is made, the kick will result in a foul ball.
- Bunting is allowed. However, when a male player is kicking, the ball must pass the imaginary diagonal 1st base to 3rd base line. Any kick that does not reach the line will be considered a foul once it comes to a COMPLETE stop. If the ball is fielded before it reaches this line, it is in play and considered a fair ball.
- Kicker does NOT have to be within the kicking box before making contact with the ball.

- If the kicker is not going to kick the ball they must avoid contact if standing within the kicking box. If contact is made while standing in the kicking box, the call will be made based on the result of contact.

10) Running and Scoring

- Runners must stay within the base line. Any runner that moves more than 3 feet outside of the baseline to avoid being tagged will result in an automatic out.
- Fielders maybe within the baseline in an attempt to make a play on the ball. Runners hindered by any fielder within the baseline that is not making a play for the ball will be safe at the base to which they were running.
- Players running to first base must run through the outside safety base. Fielders may not contact the safety base unless they are making a play on the ball.
- Leading off base or stealing a base is NOT allowed. Runners may advance once the ball has been kicked. If a runner is off base when the ball is kicked this will result with the runner being out.
- A runner hit with the ball anywhere below the neck will result in the runner being out.
- A runner hit in the neck or head shall be considered safe at the base they were running toward. Unless the runner is in a sliding motion or making an attempt to avoid being hit.
- Over throws are part of the game. There will be no stoppage of play if there is an overthrow by the fielding team unless the ball has gone over the fence. Runners will be awarded one base.
- Running past another runner is not allowed. The passing runner is out.
- A run scores when a runner touches home plate before the third out is made.
- A scoring cap is in place during regular season play. A team is allowed to score a maximum of six (6) runs per inning. The half inning will be considered over when the kicking team has gone up by a score of six (6) runs. Teams are allowed to score additional runs during the next at kick.

11) Outs

- Rule of 4's (Any combination of four (4) fouls or strikes will result in an out.)
- A strike is:
 - A pitch that is not kicked and is not called a ball that is within the 3 foot strike zone.
 - An attempted kick missed by the kicker inside or outside the strike zone.
- Any kicked ball that never hits the ground and is caught by a fielder regardless of where the ball is at when it is caught.
- Any runner that is tagged or does not make it to a forced base.
- A runner that leads off the base before the kicker has made contact with the ball.
- A runner that is hit by a live ball below the neck is out.
- A runner outside the baseline.
- A runner that passes another base runner.
- A kicker that interferes with a defensive player making a play on a live ball unless otherwise specified.

12) Balls

- A count of 4 balls by the pitcher will result in the kicker being awarded 1st base.
- A ball is:
 - A pitch that is ruled outside the strike zone by the official.
 - A pitched ball that does not bounce at least twice.
 - A pitched ball that is higher than one foot at the plate.
- ⇒ A pitched ball where the pitcher steps over the 1st and 3rd imaginary line.

13) Other

- In cases of injury, a 5-minute timeout will be provided. After the 5 minutes, gametime will resume.
- Due to injury, if a team does not meet roster requirements, the game will end in a 5-0 forfeit no matter the score.
- Injured players who do not kick shall not play in the game.
- Only runners who are injured while traveling to a base, and successfully make it to a base, may have a pinch runner.
- Each player may only have one pinch runner a game.
 - Pinch runner will be the last player ruled out. (Males pinch run for males, females pinch run for females.)
 - If injured player returns to the game and needs a pinch runner a second time, player will be ruled out.

14) Playoffs

- Only registered players are allowed to play in playoffs.
- Players that have not participated in at least three (3) regular season games may be deemed ineligible for playoffs.
- Roster checks will be mandatory. Please have players bring photo ID. If some sort of photo ID is not presented, player will not be eligible to play in playoff game.
- In the event of a tie after the completion of six (6) innings or if time has expired and the score is tied, the last legal kicker out in the previous inning shall be placed on second base to begin the next two innings. If after two additional innings the game is still tied, then the closest kick off will determine the winner.
- ⇒ Game clocks will start at scheduled gametime. If a team doesn't have all eligible teammates present at the beginning of the gametime, the opposing team will have the choice of home or visitor.
- ⇒ If a team does not have a full eligible roster within ten (10) minutes past scheduled gametime, a forfeiture will be issued.

For any questions or comments about league rules, contact the league coordinator,
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