



## **Adult Coed Kickball Rules**

### **1.00 Field, Equipment, and General**

- 1.01** All games shall be played on field #2.
- 1.02** Base paths are 60’.
- 1.03** Game balls (8.5inch) will be provided by Goodlettsville Parks and Recreation.
- 1.04** Uniforms must be matching shirts (same body color) with different numbers on the back.
- 1.05** Metal spikes are NOT allowed first offense team warning, second offense player ejection.
- 1.06** Start with 0-0 count.
- After the kicker has 2 strikes then he/she will be allowed a foul ball without being called out, on the second foul ball with two strikes the kicker is out.
- 1.07** No courtesy runners.
- 1.08** A 10-minute grace period from the scheduled starting time shall be permitted in order to assemble the required number of players for the 6:00 p.m. games, only. No grace period for remaining games, and any grace period used shall be included in the time limit. Example: If the 10-minute grace period is used and the game starts at 6:10, the game will end at 7:00.
- Any game other than the 6:00pm game will be ruled a forfeit at game time.
- 1.09** Run Rule: 20 after 3, 15 after 4, and 10 after 5.
- 1.10** The umpire’s word is final.
- Any occurrences which are not covered in the rules shall be settled by the umpire.
- 1.11** The winning team is required to report the score of the game to the Recreation Supervisor during the next business day. Scores must be reported within two days of your game. Scores that have not been received by 3PM of your next scheduled game will be considered a double forfeit. Teams that report they won, without providing a score, will receive a score of 1-0 for that game.

### **2.00 Rosters**

- 2.01** Team rosters must be submitted prior to playing the first game. Rosters must be typed or printed on the roster form provided by Goodlettsville Parks & Rec in original form. Rosters must list the full legal name (no nicknames), signature, address, zip code, and cell phone number for each player, manager or coach. Team rosters must be available at all games along with player identification. If you are requested by Parks and Rec. employee or game officials to show your roster, or ID and do not or cannot comply, the game or games for that night will result in forfeits.
- 2.02** All roster changes, (i.e., additions, deletions, etc.), must be made in writing on the roster/waiver form and filed with Goodlettsville Parks & Rec prior to that player’s participation in league games. Added players must sign roster/waiver form and the Athletic Code of Conduct.
- 2.03** Roster changes will be allowed up to 4:30pm the day of each team’s fourth game scheduled. A request for an emergency roster change after the deadline will be adjudged by the Recreation Supervisor, whose decision will be final. Once rosters are finalized a copy will be distributed to each team and must be on hand at all remaining regular season and playoff games.

**2.04** Rosters have a 20 player maximum.

- a. Players may only be allowed to be on one roster and may not change teams during the season.

**2.05** A player must be sixteen (16) years of age prior to playing in a game. All players must carry driver's license or birth certificate and photo I.D. at all league games in the event of a roster protest. If a player is 16 or 17 a parent or guardian will be required to sign the roster/waiver form and Athletic Code of Conduct.

### **3.00 Regulation Games**

**3.01** A regulation game consists of 7 innings or a time limit of 60 minutes.

**3.02** The home team is determined on the game schedule.

- a. Visitors kick first, home team gets last-at-kick.

**3.03** A game is considered official once 4 full innings or 45 minutes have been completed.

**3.04** If tied after 7 innings or a 60-minute time limit then the last kicker from the previous inning starts at second base with no outs.

**3.05** Both teams will use the same kickball during the game.

### **4.00 Pitching, Balls and Strikes**

**4.01** A legal pitch must be underhand and no higher than 6 inches in height from the bottom of the ball as it enters the kicking box.

- a. Side arm or overhand pitching is not allowed.

**4.02** The pitcher must pitch from the pitcher's box.

**4.03** The ball must bounce a minimum of 2 times or roll prior to entering the batter's area.

**4.04** A ball shall be called on anything that does not pass from within 1 foot on either side of home plate.

- a. A pitch must be no higher than 6 inches in height from the bottom of the ball as it enters the kicking box or result shall be called a ball.
- b. If you walk a male kicker to get to a female kicker, the male will advance to second base and the female kicker has the option of kicking or advancing to first base.

**4.05** A strike consists of a ball that is rolled from within one foot of either side of home plate.

- a. Any ball that is kicked into foul territory is also considered a strike.
- b. Kicking and missing the ball constitutes a strike, regardless if any contact was made with the ball.

### **5.00 Fielding/Defense and Infield Fly Rule**

**5.01** The **Attack Line** is defined as the line stretching diagonally from first to third base.

- a. Female kicker – No player may cross the Attack Line prior to a female batter making contact with the ball.
- c. Male kicker – Player may cross the attack line once the ball leaves the pitcher's hand.

**5.02** Defense shall include 2 males and 2 females in the outfield, 6 infield positions (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, short stop, pitcher, and catcher – 3 males and 3 females).

- a. Anyone in the dugout can play defense at any time.
- b. Outfield players must stay in the grass until the ball is kicked and then may enter the infield to play a live ball. Encroachment into the infield dirt will give the kicking team an option to take the result of the play or a ball on the kicker
- c. Encroachment across the Attack Line – kicking team can take the result of the play or ball on the kicker.
- d. The catcher must remain behind the batter until contact is made with the ball.

**5.03** Infield Fly Rule - With less than two out and runners on first and second or first, second, and third a ball kicked in the air and the defense (infielder) is able to make a reasonable play on the ball an "Infield Fly Rule" call will be made. The batter will be deemed out and runners may advance at their own risk.

## **6.00 Kicking/Offense and Running**

- 6.01** Lineup card/sheet must be given to the umpire and all offensive changes must go through the umpire.
- 6.02** The ball must be kicked with the Foot or Leg and must be kicked at or behind home plate.
- A strike will be charged if the ball is kicked in front of home plate and the batter was not put out. The strike will not be called until the umpire declares the ball dead.
- 6.03** Teams may begin play with either 10 or 12 players. If there is an injury to a player and the team has no legal, same sex substitute, there will be an out recorded each time the injured player's spot comes up. Teams may use the EP rule: Bat 12 players (6 males and 6 females), but play 10 on defense. (Decision must be made before the first pitch whether to bat 10 or 12).
- 6.04** Teams may play with 9 players (either 4 females/5 males or 5 females/4 males) and the 10 position in the batting line-up is an out. Teams can never go below 9 players to start/finish a game.
- 6.05** Line-ups: Must alternate sexes in the batting order. The last 2 spots can be 2 men consecutively in the order. Of the 10 people on the playing field, 5 must be men and 5 must be women.
- 6.06** Bunting is allowed.
- If a bunt is fouled back to the catcher and caught it must be over the kicker's head to be an out.
- 6.07** Leading off and stealing is not allowed.
- Any runner ruled off the base when the ball is kicked is out.
  - Sliding is legal
- 6.08** Runners can tag-up once first contact is made with the defensive player
- 6.09** Balls thrown at the base runner must be below the shoulders.
- Any head shots result in advancement by the runner receiving the base they are going to.
  - Any intentional hitting of the ball with the head by a runner will result in an out.
  - If the runner slides, jumps, or ducks to avoid a ball, this does not count as a head shot and the runner will be safe or out depending on the umpire's call of the play.
  - Intentionally kicking the ball out of play by the kicker or runner after the out shall result in a dead ball.

## **7.00 Lineups and Ejections**

- 7.01** Make sure lineups are ready at the start of the game and using substitutes during the game tell the umpire the umpire can tell the other team.
- 7.02** Re-entry Rule Clarification – Any player may be substituted for or replaced and re-enter once, provided the players occupy their same batting position in the batting order. The starting player and their substitute may not be in the line-up at the same time
- 7.03** If a player is ejected, he/she must leave the playing field and the area of the park in which the game is taking place. Failure of an ejected player to leave will result in his/her team forfeiting the game.
- Any player ejected from a game will not be allowed to play in the next game. Depending on the severity of the infraction, additional games may be added to the minimum one game suspensions.
  - If a player is ejected twice, the player will automatically be suspended for the remainder of the season.