

City of Kingman Adult Coed Kickball Rules & Regulations

(Updated 9-6-16)

This is a FUN league so we will have absolutely NO TOLLERANCE!!!

We want everyone to have tons of FUN!

Rule 1: Teams

- 1.1 Teams shall be Coed.
- 1.2 Teams must have at least 8 players.
- 1.3 All players playing must be listed on a team roster.
- 1.4 All players must have paid players fee before they are eligible to play.
- 1.5 Players are allowed to be on only 1 team roster.
- 1.6 Team managers must sign agree to the Code of Ethics form before team is allowed to play.
- 1.7 Players must be 16 years of age or older to play.
- 1.8 All players must agree to liability waiver online before they play in their first game. Those under 18 must have a parent/guardian agree to liability waiver online).
- 1.9 Teams can roster as many players under the age of 18 as they like (*Reminder: Refer to Rule 1.7 & 1.8*).
- 1.10 Teams may add or remove players from team rosters until their 4th game of the season. After the 4th game, team rosters will be locked and no additional players can be added or removed from team rosters without special dispensation from the league coordinator.
- 1.11 Player additions to team rosters must be completed at least 24 hours before the scheduled game time (*Reminder: Refer to Rule 1.4 & 1.10*).

Rule 2: Equipment

- 3.1 An official game ball will be provided.
- 3.2 Players must wear a shirt & shorts/pants.
- 3.3 Players my wear tennis shoes or cleats, no metal spikes allowed.

Rule 3: Game Play

- 3.1 Games will be a minimum of 30 minutes, no inning limit in the first 30 minutes, 6 innings limit after 30 minutes. Games will not exceed 50 minutes in length.
- 3.2 A game is considered an official game after 3 innings completed or ½ hour has been played.
- 3.3 If a game is canceled for any reason before 3 innings are complete or ½ hour has been played, the canceled game will be rescheduled if possible.
- 3.4 Teams must have at least 8 players to start the game, with no more than +1 male to females on the field at all times. (*See Rule 5.1 for exception*).
- 3.5 Games may begin before scheduled start time if the proceeding game has concluded and both team managers agree that the game can start ahead of schedule. Otherwise **Rule 3.7.1** is in effect.
- 3.6 Coin toss will determine Home Team and Visitors. Winner of Coin toss will chose EITHER 'Home Team' and they will be guaranteed last kicks, OR 'Visiting Team' and they will immediately score ½ run. This guarantees there will never be extra-inning games and that there will never be a tie.
Special note the ½ run is used for tie-breaker purposes ONLY and does not affect Run Rules.
- 3.6.1.... Run-ahead rules shall be 15 after 3, 10 after 4.

3.7 Substitutions are free substitutions. Teams can decide from inning to inning which inning player will play

3.7 Beginning the Game

3.7.1 ... Games will start on time. Games are scheduled to begin at the top of each hour.

3.7.2 ... Team managers must turn in a lineup card prior to the start of the game. Players on the lineup card must coincide with the players listed on a team's roster (*See Rule 1.3 & 1.4 for further details*).

3.8 Fielding

3.8.1 ... All players must stay behind 1st – 3rd diagonal until ball has been kicked, excluding catcher.

3.8.2 ... Defensive team fields at least 8 players but cannot exceed 10 players. Offense can choose to kick their entire roster if so desired.

3.8.3... Infield/Outfield defensive ratios must be maintained on all female kickers. There may be no more than 4 infielders on a female kicker(not including the pitcher/catcher)

3.9 Pitching

3.9.1 ... Teams must use a male/female, pitcher/catcher combination.

3.9.2 ... No "bouncies" are allowed.

3.9.3 ... Pitcher must release the ball at or behind 1st – 3rd diagonal and must remain at or behind that line until the ball has been kicked.

3.10 Strikes

3.10.1 ... Strike zone is less than 1' off the ground, 1' to either side of home plate, and 4' from the top edge of home plate (chalked box around home plate).

3.10.1 ... A pitch that has entered from the top of the strike zone that is not kicked.

3.10.2 ... Any kick taken in front or behind strike zone box.

3.10.3 ... Foul balls are not strikes.

3.11 Balls

3.11.1 ... Any pitch outside strike zone that a kick is not attempted.

3.11.2 ... Any pitch higher than 1 foot when ball enters the strike zone.

3.11.3 ... Any pitch entering the strike zone from the side.

3.11.4 ... Called when any fielding player crosses over 1st – 3rd diagonal before ball is kicked, excluding catcher.

3.11.5 ... 4 balls = walk

3.12 Fouls

3.12.1 ... Any kicked ball that lands or rolls out of bounds before crossing 1st – 3rd diagonal.

3.13 Outs

3.13.1 ... 3 outs per inning per kicking team.

3.13.2 ... Force out at any base.

3.13.3 ... Any fielding player who catches a kicked ball in the air before it hits the ground.

3.13.4 ... Tagging with or throwing the ball at a base runner when the base runner is off a base.

Tags/throws must be below the shoulders and above the knees. Any tag/throws above shoulders or below the knees will be called safe unless the runner is sliding. Balls that, in the umpire's sole judgement, are thrown with excessive force or malice will result in the runner being called safe and a warning being issued to the offending play. A second offence will result in ejection.

3.13.5 ... 3 Strikes or 4 Fouls.

3.13.6 ... Base runner leading off or stealing base.

3.14 Kicking

3.14.1 ... Kicking order must alternate male/female.

3.14.2 ... Kicking order needs to follow what is listed on lineup card. Teams are responsible for keeping track of their own kicking order.

3.14.3 ... Kicking order can include all players on the team roster if team so desires.

3.14.4... A 'kicking motion' must be made when contacting a pitched ball. "Bunting" is not allowed.

Rule 4: Forfeit

The following can be causes for forfeit; the referee has the final decision:

4.1 If teams do not have the required number of players at the start of the game (*see Rule 5.1 for exception*).

4.2 If an injury to a player leaves a team with less than 8 players or less females than is required as stated in Rule 1.2, the team that is short players will forfeit (*see Rule 5.1 for exception*).

4.3 Playing a player that is not listed on team roster.

4.4 Playing a player that is on more than 1 team roster.

4.5 If a player is ejected from a game for any reason and has not vacated the vicinity within 2 minutes of the ejection, the ejected player's team will forfeit the current game.

4.6 All forfeited games will be scored as 7-0.

Rule 5: Forfeit Exception

At the discretion of the referee and each team's manager, games can begin, or continue, if there are fewer than 8 players present for a game in order to avoid forfeit. Male to female ratio still needs to be abided by or forfeit will occur.

Rule 6: Miscellaneous

6.1 Unsportsmanlike conduct will not be tolerated and may result in ejection of player(s) from the game or the entire season based on the judgment of the League Director and/or referee. No warnings need to be given.

6.2 Any ejected player will serve a one game suspension for the next scheduled game.

6.3 The League Director and referee will handle any conflicts, rule interpretations, etc.

6.4 Agreeing to the Code of Ethics indicates that team managers have read and reviewed the League Rules and are willing to abide by those rules. Therefore, no protesting of rules will be allowed at any point after Code of Ethics is agreed to.

6.5 There is absolutely no consumption of alcohol or tobacco in the dugouts.

6.6 Teams are responsible for cleaning out their dugouts at the conclusion of their game.