

1. **TEAM NUMBERS:** Team Composition: A team will consist of 10 players: Each team must maintain a 2:3 female-to-male ratio at all times.

For example, with 10 total players, 4 must be female and 6 may be male.

A team may start to play with as few as 8 players but must still maintain a 2:3 female-to-male ratio (3 females and 5 males). When using 8 players, if agreed upon, the other team may provide a catcher but will not make a play at home.

If a team is reduced to 7 players, the game will be forfeited or a player may be borrowed from the opposing team, however, they are under no obligation to do so.

2. **GAME TIME:** A game will consist of 9 innings or 50 minutes, whichever comes first. 1. A new inning will not be started with less than 5 minutes remaining before the start of the next scheduled game.

Tie games: Play will continue after 9 innings have been completed if the time limit has not yet been reached. In addition, if a tie exists at the end of the time limit, 1 extra inning will be played. If a winner is not determined after 1 extra inning is played, a tie will be recorded as the final score.

Starting Time: 5-MINUTE GRACE PERIOD – There will be a 5-minute grace period before forfeiting the game. This grace period is intended only for teams unable to place a minimum of 8 players on the field at the scheduled game time. If a team has 8 players at game time, the game must start.

3. **GAME SCORING AND TIMING:** Our recreation staff will keep the game score and clock. Staff will not umpire any games. Games will be self-umpired by both teams.

4. **PITCHING REGULATIONS:** To help with legal pitches, each team will pitch to their own batters. After the pitch is made the pitcher must get low to avoid the kick. If a ball accidentally hits the pitcher on their team it will be considered a foul ball.

What constitutes a Legal Pitch?

A pitch that is delivered underhand and no higher than the knee level of the batter. The pitch will determine a ball or strike by the height of the last bounce before it crosses the plate. Pitches should be delivered in a reasonable manner without extreme speed or bouncing.

Pitch as you would like to be pitched to - no curve balls or fast pitching. Whether the pitch is legal or not is at the discretion of the catcher. The pitcher must pitch from the rubber and is allowed to take one walking step behind the rubber before the delivery.

Called Strikes: A strike consists of a ball that rolls over any part of home plate, below knee level, and moves at a moderate speed. A swing and a miss are also considered a strike. Any ball that is kicked into foul territory shall also be considered a strike.

A double-kick is also considered a foul.

2 strikes or 2 foul balls of any kind will result in an out.

Called Ball: A ball consists of anything that does not pass over the home plate or meet the above definition of a strike.

3 balls shall result in a walk to first base.

DEFENSE: A. Positioning (see page 3 for a diagram)

Outfielders: left fielder, left-center fielder, right-center fielder, right fielder.

Infielders: 1st baseman, 2nd baseman, shortstop, 3rd baseman, pitcher, catcher.

Outfielders may not encroach onto the infield dirt before the ball is kicked.

Infielders may not encroach past the 1st to 2nd and 2nd to 3rd base paths before the ball is kicked.

If anyone is identified in the illegal positioning of either an infielder or outfielder prior to the ball being kicked, the ball pitched will be declared an automatic ball.

The catcher may not break the plane of the front of the home plate until the ball is kicked and may not interfere with the batter. An infraction will result in a called ball.

Infield Fly: There is no infield fly rule because balls can easily be dropped. However, if the fielder intentionally dropped a ball to create a double play; both the runner and the batter will be safe.

OUTS: A foul ball that is caught is considered an out, but also is a dead ball and runners may NOT advance.

A team may earn an out by fielding the ball and throwing the ball at the base runner, however, it is ILLEGAL to throw the ball at the base runner's head. The ball must contact the runner at or below the shoulders. If the ball is thrown and makes contact with the base runner's head the play is DEAD and each runner is automatically awarded the base he/she is advancing towards.

If a kicked ball hits a base runner before the defensive team makes any contact with the ball, the base runner is out.

If the kicked ball does not travel past the designated "no bunting line" - the runner is called out

Called Time: In the judgment of an umpire, if all immediate play is apparently completed, the umpire should call time.

ADULT CO-ED KICKBALL RULES

3 OUTS PER INNING: The kicking team is awarded 3 outs per inning.

An out results due to the following: 1. 2 strikes 2. Ball caught on the fly 3.

The base runner is forced out 4.

The base runner is hit with the ball while not on base. (If the runner is hit with the ball before the run scores in third-out situations, the run does not score. Runners do not score if the last out is via force out.)

The base runner runs out of the baseline to avoid a tag.

Bunting not passing the no-bunt line.

The base runner leaves the base too early (either before the ball is kicked or on a fly ball tag).

A kicker steps over the kicking line at home plate. The kicker may make contact with the ball ONLY after the ball is on top of or crosses home plate. If the kicker steps past home plate before the ball is kicked, the kicker is automatically out.

KICKING LINEUP:

All players on the field must kick.

Teams must maintain a 2:3 female-to-male ratio in the kicking lineup.

The manager may arrange the lineup in any order - not required to alternate male/female. There is no maximum number of players in the kicking lineup, however, the 2:3 female-to-male ratio must still be met.

NO BUNTING ALLOWED: – A “no bunt arc” will be indicated on the field indicating how far a ball must travel to be a legal kick. If a kicked ball does not travel beyond the arch or a defensive player is able to touch the ball before it travels beyond the arc, the kicker shall be called OUT and base runners may not advance.

BASE RUNNING:

Runners may not leave the base before the ball is kicked.

If a ball hits a runner before a defensive player contacts it, the runner is out.

The runner must stay in the baseline. If a defensive player is obstructing the runner’s path to the base, the runner will be awarded the base.

Runs that cross-home plate before the third out made by a tag on a player do count.

Runs that cross the plate before a third out made by a force out, do not count.

Runners may not advance on a bunt.

MERCY RULE: There is a 15-run mercy rule after 5 complete innings.

If at any time after the completion of the 5th inning, a team leads by 15 runs the game is over.