

Ayden Arts and Recreation
Adult Coed Kickball Rules and Regulations

Game Structure

1. Games will be 7 innings long or no new inning after 50 minutes, whichever comes 1st.
 - a. In the event of a tie after 7 innings or the allotted time, there will be a custom tiebreaker.
2. The last out in the previous inning will start on 2nd base.
 - i. ii. Teams will only be given 1 pitch.
 - ii. Played until a winner is confirmed
3. An official game will be 4 innings or 3 ½ if home team is ahead.
4. Base paths will be 60'.
5. A coin flip at the pre-game managers meeting will decide home/visitor.
6. Home team will be responsible for the book and scoreboard.
7. If a team does not have enough players (7 with at least 3 females) at game time, there will be a 10 minute grace period. After that period, the game is declared a forfeit. Only the first game of the day will be allowed a 10 minute grace period.
8. Infield Positions: Each team must have 3 females in the infield at all time. Infield consist of catch, pitcher, 1st, 2nd, 3rd, and short stop.
9. 1 home run over the fence will be allowed per team.
 - a. Each additional home run will be declared a dead ball double and runners will advance 2 bases.
10. Teams will fill out a line-up card before every game indicating their players participating in the game.
11. Run Rule: If a team is ahead by 12 or more runs in the 4th inning, the game will be called. If a team is ahead by 10 or more runs in the 5th – 7th innings, the game will be called.

Rosters

1. A team must have a minimum of 10 players on their roster and may have a maximum of 15 players.
2. Teams may play with a minimum of 7 players in the field. Teams are allowed a maximum of 10 players in the field during a given inning.
 - i. If playing with 7 players, teams must play 4 males & 3 females.
 - ii. If playing with 8 players, teams must play 4 males & 4 females.
 - iii. If playing with 9 players, teams must play 5 males & 4 females.
 - iv. If playing with 10 players, teams must play 5 males & 5 females
 - v. A team can play more females than males of any combination.
 - vi. Teams with 6 players or less will result in a forfeit.
3. Teams may use a continuous lineup to allow everyone to kick that is available.
 - a. Batting order must go male/female or female/male all throughout the lineup.
 - i. At the end of the lineup, females will be allowed to kick back to back.
 - ii. Males will be allowed to kick back to back at the end of the lineup but an out will be called for each vacant female space in the batting line-up.

Rosters (continued)....

4. If batting entire lineup, unlimited substitutions will be allowed but players of the same gender must substitute for each other. (Males for males, females for females) Must keep women to men ratio in balance.
5. If a team wants to protest a roster issue, they must go to the umpire while the game is in play.
6. You MUST protest a player eligibility during that players 1st at-bat
 - i. Protests after his/her first at-bat will not be accepted

Pitching/Catching

1. Pitching must be underhand
2. The strike zone extends one foot on either side of home plate
3. The ball may not bounce, spin or curve. Otherwise it is a ball
4. The pitcher must remain at or behind the pitching line until the ball is kicked
5. The catcher must remain behind home plate until the ball is kicked

Strikes

1. 3 strikes is an out
2. A strike is:
 - a. any pitched ball within the strike zone that is not kicked
 - b. an attempted kick that misses the ball
 - c. any ball kicked with the kicker beyond home plate
 - d. a ball that does not initially move forward past the home plate
 - e. a ball that is kicked foul
 1. if the ball is kicked foul on the third strike the kicker will be called out.

Balls

1. 3 balls is a walk
2. A ball is:
 - a. A pitch outside the strike zone
 - b. A pitch that bounces, curves or spins
 - c. A kicked ball when a fielder is in front of the pitchers strip when the ball is kicked
 - d. A catcher coming within three feet of home plate before the ball is kicked

Outs

1. An out occurs when:
2. 3 strikes
3. A runner touched by a ball at any time while not touching base, even if the ball hit a fielder first
4. A runner leading off a base
5. A runner who slides or dives into a base
6. A force out when a runner is forced to run
7. Any kicked ball that is caught before hitting the ground.

Kicking

1. All kicks must be taken at or behind home plate or a strike will be called
2. There is no bunting. The ball must go past the pitching mound

Running

1. Stealing is not allowed
2. A runner leading off a base before the ball is kicked is an out
3. Fielders must stay out of the most direct baseline
4. If a fielder interferes with a runner in the baseline, the runner safely advances to the base they were approaching
5. Fielders making a play on a base must lean out of the baseline when making a play on the bag
6. There is absolutely no sliding or diving at any base. It is considered an out
7. Tag ups are allowed

Ball in Play

1. Once the pitcher has the ball in control and on the pitcher's mound, the play is over
2. If a runner has advanced past the halfway point, they may proceed to the base, if not, they must return to the last base they crossed
3. Fielders may throw the ball at runners to get them out
4. Head and neck shots are not allowed and will result in a free base for the runner
5. If a runner intentionally places their head in the path of the ball, the runner will be called out
6. Fielders may kick the ball to each other, to tag a runner, or to return the ball to the field of play

Throwing the ball at or tagging the Runner

1. The defensive team throws the ball at a runner in the base path and hits them anywhere **waist or below**. The ball MAY hit the ground prior to striking the runner as long as the contact is made waist or below.
2. A runner shall be declared safe if he/she is hit by a thrown ball above the waist.
3. A runner shall be declared safe if unnecessary force is used to hit a runner with the ball (Umpires discretion)
4. A runner shall be declared out if the runner ducks or slides, to avoid contact of the ball thrown at waist level, resulting in the runner being hit above the waist. (Umpires judgment)
5. A player may tag a runner with the ball shoulders or below. (Ball in hand)

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