



Coed Adult Kickball Rules

Eligibility

1. You must be 18 year old to be eligible to play.
2. Players may participate on one team per league. Any player wishing to change teams must contact the league coordinator. Decisions will be based on case by case situations.
3. The team roster limit is twenty (20) players.
4. All rosters and league fees must be in the Parks & Recreation office by the set deadline. **NO new players may be added to a team roster after the fourth (4th) week of play.**
5. When a player's eligibility is in doubt, it must be reported to the league supervisor prior to the start of the game. If the player in question is not reported in the time stated, the game shall be official.

The Playing Field

1. The kickball field equals the dimension of a softball field. The pitching rubber is in the center of the diamond and directly aligned with the first base / third base diagonally.
2. Out of Bounds is anything over the fence. An overthrown ball that does not clear the fence is still in play and all base runners may continue to the next base.
3. There will be a "bunt line" that runs from foul line to foul line 15ft from home plate. If the ball does not reach the 15ft line it is considered a bunt.

Equipment

1. Athletic shoes and/or cleats are required. Metal cleats are not allowed.
2. Players may wear protective equipment providing it does not offer the player an unfair performance advantage.
3. The official kickball will be a 10-inch playground ball. This will be provided by the Williamson County Parks & Recreation department.

Umpires

1. There will be two WCPR umpires. (Head Umpire and a Base Umpire).
2. The Head Umpire governs all game play and issues all final rulings, and has final authority on equipment issues. Other referee may assist these officials when available.
3. Umpires have jurisdiction over play and may:
 - Call a Timeout
 - Call off a game due to weather or other cause at the Umpire discretion.



- Penalize a player which includes player ejections for any reasons. This includes but is not limited to unsportsmanlike conduct, fighting, delay of game and excessive verbal abuse. Ejected players must leave the park and may not return to the game. The ejected player will also be suspended for the following game.
4. The Head Umpire must ensure that the team captains exchange their written kicking orders.

Teams

1. Teams must field a minimum of eight (8) players and no more than ten (10) players. Each team must have a minimum of four (4) men and four (4) women to start a game.
 - a. You cannot have less than 4 women in field or batting order at any given time.
2. Each team may only field one pitcher and one catcher at any time during the game but may switch the pitcher and catcher between innings.
3. Teams may have no more than twenty (20) players signed up on their team roster.
4. Each team shall have a Captain who is responsible for the team.
5. The Captain must ensure that:
 - That all players participating in the game must kick in the written scorebook kicking order.
 - Only the Captain may dispute.
 - Each team must submit a complete team roster before the first game. No changes may be made after the fourth (4th) week.
 - Kickball team names must be CLEAN! Williamson County Park & Recreation retains the right to reject or accept any and all team names.

Base Coaches

1. Two members of the team at kick must coach first and third base. The base coaches will assist in retrieving foul balls and may switch with other team members to remain in the proper kicking lineup.

Regulation Games

1. Regulation games last seven (7) full innings. Games will be 1 hour in length.
2. A game can be called off by the umpire after four (4) full innings of play or if the field conditions become unsafe. This will be considered a regulation game. The game score at end of the last full inning shall determine the winner.
3. Teams must have eight (8) players at the start of a game. A team failing to field at least 8 players at game time will be given a ten-minute grace period. After



grace period runs out the umpire will call the game and a forfeit will be declared.

4. Teams can finish the seven (7) players, but they will receive an out when it is that person's turn to bat. Ex. The 8th batter would be an out.
5. Mercy Rule:
 - 15 runs difference after 4 full innings; game will be called.
 - 10 runs difference after 5 full innings; game will be called.

Pitching / Catching

1. Pitch speed – “no missiles.” Must be a slow to medium speed pitch.
2. No “bouncies”. A pitch that is higher than one foot at the plate results in a called ball.
3. The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to do so results in a ball.
4. No player may field in front of the pitcher other than the catcher, and no player may advance forward the 1st – 3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.
5. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule results in a ball.

Kicking

1. All kicks must be made by foot or leg below the knee. Any ball touched by the foot or leg below the knee is a kick.
2. All kicks must occur at or behind home plate. A kick in front of home plate is called foul.
3. **Bunting is allowed, but teams are only allowed to bunt once per inning while on offense.**
 - a. **There will be a “bunt line” that runs from foul line to foul line 15ft from home plate. If the ball does not reach the 15ft line it is considered a bunt.**

Running

1. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. A runner hindered by any fielder within the baseline shall be safe at the base to which they were running.
2. Neither leading off base, nor stealing is allowed. A runner off of his/her base when the ball is kicked is out.
3. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulder is safe and advances one base. If the runner



intentionally uses the head to block ball, and is so called by the umpire, the runner is out.

4. After a kicked ball is caught, runners must tag their originating base before running to the next base. All ties will go to the runner. Runners may overturn first base.
5. One base on an overthrow into fair territory. In taking advantage of the time loss from an overthrown ball that travels out of bounds, a runner may not run beyond the subsequent base to the one originally running toward when the ball was thrown.
6. If the base runner is less than half way between the bases when the play ends, they shall return to the previous base, unless tagged out.
7. Any attempt to hit a base runner with the ball must be at a moderate speed.
We are not out here to hurt anybody.

Strikes

1. A count of three (3) strikes constitutes an out
2. A strike is:
 - A pitch within the strike zone either not kicked, or else missed by the kicker
3. Foul balls count as strikes.

Balls

1. A count of four balls advances the kicker to first base.
2. A ball is:
 - A pitch outside of the strike zone
 - A pitch that is too fast.
 - An illegal "bouncy".
 - Any fielder or pitcher advancing on home plate before the ball is kicked
 - Any catcher crossing home plate before the kicker or failing to field behind the kicker

Fouls

1. A count of three constitutes an out.
2. A foul is:
 - A kick landing out of bounds
 - A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base. (Any ball touched by an in bound fielder is automatically in play.)
 - A kick in front of home plate

Outs

1. A count of three outs by a team completes the team's half of the inning.



2. An out is:
 - A count of three strikes or three fouls.
 - A runner touched by the ball at ANY time while not on base.
 - Any kicked ball (fair or foul) that is caught.
 - A ball tag on a base to which a runner is forced to run.
 - A runner off of his/her base before the ball is kicked.
3. When there are fewer than two outs and there is a force play at third, the infield fly rule will be called. This is to prevent the defense from purposely dropping or not catching the ball with the intention of trying to turn a double play.

Ball in Play

1. Once the pitcher has the ball in control and on the mound, the play ends.
2. If a runner intentionally touches or stops the ball, the play ends.

Designated Runner/Player Positions

1. In case of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding and kicking order position previously held.
2. If a player is ejected, injured, or becomes ill cannot continue, the lineup will continue in the same formation, minus the removed player.
3. The pitcher may be replaced on the mound once per inning.

Co-Ed Modifications

1. A female may only substitute for a female, a male for a male
2. Teams must alternate positions in the batting order by sex as far down as possible. The majority sex must bat first.
3. Males and females do not have to alternate defensively on the bases or in the outfield. The catcher and pitcher do not have to be opposite sexes and are considered infielders.
4. All outfielders must remain in the outfield until the ball is kicked.
5. An arc will be placed in the field or the outfield grass line. The arc will extend from left field foul line to right field foul line. All outfielders will be required to remain behind this line when a female is batting until the ball reaches the plate or is kicked by kicker. If the pitch is not kicked and the outfielder is in front of the line, there is no penalty. If the ball is caught by an outfielder that was illegally across the line, the ball is dead. The batter is awarded first base and all runners are awarded one base whether they are forced to advance or not. If the ball is not caught, a delayed dead ball shall be called. If the batter reaches



first base and all runners advance one base, the ball shall continue to be in play with runners being liable.

Miscellaneous

1. This is a Williamson County Parks & Recreation league. All park rules and policies apply. **Alcohol is not allowed in any WCPR park or facility.**
2. Drinking of alcoholic beverages by anyone connected with your team will not be permitted during your scheduled game. Violations may result in a 2-week suspension. If the violation occurs during the last 2 weeks of league play, the game may be forfeited. Game umpires have the authority to remove players under the influence of alcohol for safety of the players.
3. Use of tobacco products is not permitted on the playing field. Tobacco products are only permitted outside the fenced area of the park
4. Dugout conduct: This rule reflects on coaches, players, substitutes, or other bench personnel. Once a game begins, only players that are involved in the game can be outside the dugout except when the rule allows or the reason is justified by the game official. A manager walking on the field for a conference is an example of a rule allowing a coach or player on the field.

League Specific Rules

1. All players must be 18 years or older.
2. Team Rosters must have at least 8 players and no more that 20 players.
3. Managers must fill out the scorecard before each game.
4. Rosters must be turned in before the 2nd scheduled game.
5. All players should bring their ID's to each game.
6. Awards: League standings shall be broken by games won in head to head contest. Ties for 1st & 2nd place in the league standings shall be broken by 1) games won in head to head, 2) point differential in head to head, 3) point differential in overall games.
7. Forfeits: Using illegal players and or not enough players to start game.
8. Participants are only allowed to play and appear on one team roster per season.

Yellow Ball a.k.a. Bonus Ball a.k.a Money Ball

1. While a team is on offense, a kicker may choose to use the "Yellow Ball" a.k.a. "Bonus Ball" a.k.a. "Money Ball". This is a smaller, firmer ball from the regulation kickball, allowing it to go farther.
2. The offense may only choose to kick the yellow ball once per inning.
3. If the defense gets the offense out after they have chosen to kick the yellow ball, the out counts as two (2) and can roll over to the next inning if offense already has more than one (1) out.
4. The defense can only make an out with the yellow ball by the following ways:



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- a. Catching a kicked ball in the air (pop fly)
 - b. Throwing the ball to a base where there is a force out.
 - c. Tagging a runner with the ball in the defense's possession.
5. If the defense attempts to throw the yellow ball at a runner, it will result in the offense being called safe.