



## Coed Adult Indoor Kickball Rules

### Eligibility

1. League registration fees (in order to have league participation) will be paid at the time of registration.
2. All players must be at least 18 years old to participate
3. **All players must sign and fill out a roster/player contract to be eligible to play. All rosters must be completed and turned into the League Coordinator prior to the start of the first game.**
  - a. Teams without rosters on file will automatically forfeit their games.
  - b. Teams may have up to twenty team members on their rosters. No exceptions.
  - c. Added players must sign the roster/player contract before playing in a game.
  - d. All rosters are final after the 4th week of regular season play.
4. It is the captain's responsibility to have all players understand and abide by the rules, as well as sign the roster and meet all league eligibility requirements.

### The Playing Field

1. The field is 60yds x 30yds. Everything is playable inside the first and third base line.
2. The only out of play will be the foul ball territory. This includes behind the home plate line and to the right of first base, before the base and to the left of third base, before the base.
3. Kicked balls off of the walls and net will be played, so long as it is a fair kick.

### Equipment

1. Athletic shoes are required. **Any cleats are not allowed. Must be a flat sole shoe.**
2. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage.
3. The official kickball will be a 10-inch playground ball. This will be provided by the Parks & Recreation department.

### Umpires

1. There will be one WCPR 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 field area and may not return to the game.
4. The Head Umpire must ensure that the team captains exchange their written kicking orders.

### Teams

1. Teams must field a minimum of 5 players and no more than 7 players. Each team must have a minimum of (3) men and (2) women to start a game or vice versus.
2. Each team may only field one pitcher and one catcher at any time during the game.
3. Teams may have no more than 14 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.
  - Kickball team names must be CLEAN! The Williamson County Park & Recreation retains the right to reject or accept any and all team names.

#### Player & Team Conduct

1. Everyone must follow all of the facility rules!
  - Teams are required to inform spectators that they must remain in the seating area during the game. Anyone not wishing to abide by this rule will be asked to leave the facility.
2. Only ONE spokesperson per team is permitted. This is the designated captain of the team (must be designated on the roster or in the event that the team captain is not present the alternate must be assigned prior to the start of the game). He or she will accept full responsibility for the team's actions.
3. If a team defaults/forfeits two games during a season, they will be reviewed by the WCPR Staff regarding their continued participation in the league.
4. Two player ejections, per team, of any nature called during a game will result in a forfeited game. Misconduct will not be tolerated. This is a recreational league.
5. An individual, player, coach, or spectator behaving in a threatening way to an official, supervisor, league participant or spectator will be required to leave the facility and will be suspended indefinitely from all WCPR recreation activities.
6. Anyone intoxicated or thought to be under the influence will be asked to leave the facility immediately.
  - Violation may result in a 2-week suspension.
7. Use of tobacco products is not permitted in the park.
8. All players involved in fighting will be suspended immediately and arrested. Players or spectators involved in fights or threatening behavior to WCPR Staff, officials, or opposing players, will be suspended for an indefinite period of time from all Recreation activities and Williamson County Parks.

#### Regulation Games

1. Regulation games last 9 full innings or 55 minutes in length, whichever comes first. (55 minutes is drop dead)
2. A game called off by the umpire after three (6) full innings of play shall be considered a regulation game. The game score at end of the last full inning shall determine the winner.
3. Teams must have five (5) players at game time. A team failing to field at least 5 players ten minutes after game time will forfeit the game.
4. Mercy Rule: 15 runs difference after 5 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, and call as such results in a ball.
3. The pitcher must have one foot on the rubber until the ball is kicked.
4. No player may field in front of the pitcher other than the catcher, and no player may advance forward the 1<sup>st</sup> – 3<sup>rd</sup> 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. Bunting is not permitted in this league.
  - Bunting will result in an out.
2. Use of walls and ceiling are within fair play but side-netting will be listed as foul ball.
3. If the ball is kicked the length of the field into the goal within the air, the kick will result in a home-run.

### 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. 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 overrun first base.
5. 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.
6. 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. Kicked balls into foul territory count towards 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 bouncing pitch.
  - Any fielder or pitcher advancing on home plate before the ball is kicked
  - 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 inbound 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.

### Ball in Play

1. Once the pitcher has the ball in control and on the mound (One stride in any direction of the pitching rubber), the play ends.
2. If a runner intentionally touches or stops the ball, the play ends.

### Co-Ed Modifications

1. A female may only substitute for a female, a male for a male(includes designated runner)
2. Teams must alternate positions in the batting order by sex as far down on the kicking order as possible. Males and females do not have to alternate defensively.
3. All outfielders must remain in the outfield until the ball is kicked. (Behind the last yellow line)

### 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.**
  - a. Violations will result in immediate ejection from the tournament.
2. There is no infield fly rule.
3. **No bunting will be permitted.**

**\*\*Any rule not covered will be decided by the officials and league coordinator\*\***