



Coed Adult Kickball Rules

GOVERNING BODY

1. The governing body of this league will be the Athletic Administrator from the Williamson County Parks and Recreation Department (WCPR) or the assigned representative.
2. Items not covered by these by-laws will be ruled on by the Williamson County Parks and Recreation Staff.

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 eighteen 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.
5. Teams not qualifying for league play prior to the start of the season will have their registration fees returned.
6. No refunds once the season begins.
7. Players cannot change teams once the season starts unless approved by the Williamson County Parks and Recreation staff.
8. All protests of eligibility will be brought to the attention of the official(s) before the game begins or the protest will not be allowed.
9. Results of a game may be protested if the protesting team pays the protesting fee of \$50.00. Judgment on the game will be given within seven business days of the game.

PLAYER & TEAM CONDUCT

1. Everyone must follow all of the facility rules!
 - a. 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.
 - a. 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.

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. The league administrator has authority on equipment issues
2. Athletic shoes and/or cleats are required. **Metal cleats are not allowed.**
3. Players may wear protective equipment providing it does not offer the player an unfair performance advantage.
4. The official kickball will be a 10-inch playground ball. This will be provided by WCPR.

UMPIRES

1. There will be one (1) WCPR umpires.
2. The umpire governs all game play and issues all final rulings.
3. The umpire has jurisdiction over play and may:
 - Halt or stop play
 - Call off game due to weather or other cause at the Umpire discretion.
4. Penalize a player - which includes player ejections for any reasons.



- a. This encompasses, but is not limited to, unsportsmanlike conduct, fighting, delay of game and excessive verbal abuse. 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.
 - a. Each team must have a minimum of four (4) men and four (4) women to start a game.
 - b. 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. Each team shall have a single Captain who is responsible for the team.

BASE COACHES

1. Two members of the offensive team must serve as first and third base coaches.
 - a. Base coaches will assist in retrieving foul balls
 - b. Coaches 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 55 minutes in length.
2. A game that is called off by the umpire after four (4) full innings of play 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. A team failing to field at least 8 players at game time will be given a ten-minute grace period.
 - b. After grace period runs out the umpire will call the game and a forfeit will be declared.
4. Teams can finish with seven (7) players, but they will receive an out when it is that person's turn to bat. Example: The 8th batter listed on the kicking order would receive an out when up to bat.
5. Mercy Rule:
 - 15 run difference after 4 full innings; game will be called.
 - 10 run 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 beyond the 1st – 3rd base diagonal line 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 from in front of home plate will result in a foul.
3. The outcome of 3 kicked fouls is an out.
4. **Bunting is allowed, but teams are only allowed to bunt once per offensive inning**
 - 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 while running bases. Fielders must stay out of the base line when defending. 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 the base, nor stealing is allowed. A runner off of his/her base when the ball is kicked will result in an out.
3. Hitting a runner with the ball above shoulder level is not permitted. Any runner hit above the shoulder is safe and advances one base. If the runner intentionally uses the head to block ball the runner is out.
4. After a kicked ball is caught, runners must tag their originating base before running to the next base. Runners may overrun first base.
5. A runner may only advance one base for a fielding error that results in the ball being out of bounds (over the fence).
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 here to hurt anyone.

STRIKES

1. A count of three (3) strikes constitutes an out
2. A strike is a pitch within the strike zone that is missed or not kicked
3. Kicked balls into foul territory count toward strikes.



BALLS

1. A count of four (4) 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 (3) 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 fielder in-bounds is automatically in play.)
 - A kick in front of home plate

OUTS

1. A count of three (3) outs by a team completes the team’s half of the inning.
2. An out is:
 - A count of three (3) strikes or three (3) 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. 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 and 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.

LEAGUE SPECIFIC RULES

1. All players should bring their ID's to each game.
2. League standings will be determined by overall season record. Tie-breakers will be determined by 1) games won in head to head, 2) point differential in head to head, 3) point differential in overall games.
3. ***Yellow Ball a.k.a. Money Ball***
 - a. 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 than the regulation kickball, allowing it to go farther.
 - b. The offense may only choose to kick the yellow ball once per inning.
 - c. 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.
 - d. The defense can only make an out with the yellow ball by the following ways:
 - i. Catching a kicked ball in the air (pop fly)
 - ii. Throwing the ball to a base where there is a force out.
 - iii. Tagging a runner with the ball in the defense's possession.
 - e. If the defense attempts to throw the yellow ball at a runner, it will result in the offense being called safe.