



## Co-ed Kickball Rules

### **ROSTERS:**

- A full roster consists of between 12 and 14 players
- All players must be at least 18 years of age at the start of the league season
- Rosters are Co-ed and may not exceed a 2:1 gender ratio
- Teams weave/alternate between women and men and bat their entire roster
- Teams may field no more than 10 defenders while on defense; of which no more than 6 may be of the same gender
- Official rosters must be submitted when league play begins
- During the “*regular season*” portion teams may utilize non-rostered subs
- During the “*playoffs*” teams may only use rostered players
- Subs may become official teammates if they pay league dues
- Once the game begins your lineup/kicking order can only be altered in these situations;
  - Late Arrival/Addition – added to the end of their gendered batting order as long as they haven’t batted through the lineup once
  - Injury – Dropped from lineup, may not re-enter. Team will not be penalized for an out if/when it would’ve been their turn to bat
  - Ejection – Removed from lineup for the game, may not re-enter. Team will be penalized an out if/when it would be their turn to bat.

### **Scheduling:**

- A typical season is 7 weeks in total. 5 weeks of “regular” season games. 2 weeks of “playoffs”.
- The minimum number of innings played to be considered a finished game is 4 complete innings (*3 ½ if the home team is leading*)
- Canceled games will be rescheduled whenever possible
- A game is eligible for makeup if the game was called;
  - due to weather, field conditions, and/or safety
  - before 4 complete innings were played
- A game is not eligible for makeup if the game was called;
  - after 4 complete innings
  - as an official forfeit by either team
- Make up games will resume at the top or bottom of the inning they were called with the recorded score at that time unless otherwise noted.

### **Field Setup and Equipment:**

- Footwear is required – **NO METAL CLEATS!**
  - First offense – warning and require to change shoes
  - Second offense – ejected from the game
  - Third offense – ejected from the game and unable to participate for the remainder of the season
- Game balls will be provided by the league
  - We use WAKA adult 10 kickballs
- Bases are 60 ft apart
- Pitching area will be marked by either a cones or a turf mat and the front edge is ~40-45 ft from home plate
- Prior to the game, umps will establish any rules regarding out of play areas, permanent obstacles in/near the field of play, etc
- Designated infield and outfield areas will be noted prior to teams taking the field
- It's recommended to wear the provided GTSS shirt. If teams elect to get their own jerseys they must be of one consistent styling/color

### **The Game:**

- Rock/Scissors/Paper to determine who the home team is
- Teams may score a max of 6 runs per inning that isn't the final inning
- A full game is 7 full innings unless the final inning rule is enacted
  - **Final Inning Rule:** After 45 minutes of play the ump shall call next inning as the final inning (45 +1)
- Regular season games can end in ties. Playoff games will be played until there is a winner.
- Teams may play extra innings if time permits or it's the playoffs (time rules apply in non-playoff games)
- During playoffs the previous last out will start on second base as a runner
- Mercy rule is 15 runs after five completed innings
- Official forfeits are recorded as 15-0 losses

### **Offense (Kicking):**

- Teams weave/alternate guy/girl when kicking
- Kick bunting is allowed
- 4 balls equals a walk and 3 strikes equals an out
- With 2 strikes kickers are allowed one grace foul kick. The next foul kick is a foul out
- All kick attempts must be made at or behind the front edge of home plate
- **INFIELD FLY** – The umpire has the right but is not obligated to call an infield fly when;
  - there's less than 2 outs
  - a force play at 3<sup>rd</sup> base
  - the infield pop fly can be caught with regular effort by a designated infielder
  - When an infield fly is called the kicker is automatically out and runners may advance under standard fly ball rules (IE. tagging up) but are not obligated to

### **Offense (Base running):**

- NO leading off or stealing bases
- Sliding is permitted however discouraged
- Base runners may overrun 2<sup>nd</sup> and 3<sup>rd</sup> base in the same manner a runner can run through 1<sup>st</sup> base. So long as they do not make any attempt toward the next base they will be considered safe.
  - This has two aims;
    - To avoid collisions at the bases as much as possible
    - To avoid people trying to dead stop on a base (because they did not slide). Dead stopping can and has caused serious injury and we want to avoid that.
- Interference will be called should a runner attempt to intentionally impede a fielder fielding a live ball and the runner will be out
- When running through first, runners should use the orange side of the extended base
- Base runners must remain in the base path when moving between bases. They may attempt to dodge a peg so long as they don't egregiously leave the base path
  - *Draw a straight line between the middle of each base. The base path is this line and a few feet to either side of this line*
- Base runners are not permitted to truck, swipe at or otherwise interfere a defensive player in an attempt to dislodge the ball
- Once the pitcher has the ball in their possession within the pitching zone the play ends and runners may not advance. If a runner is in between bases with forward momentum they are awarded that base but no further
- Courtesy runners are allowed for hurt or injured players. The kicker must successfully make it to first under their own power before a runner can be used. The runner shall be the last out of the same gender. In the event a courtesy runner is on base when it would be their turn to bat they may;
  - forfeit the base to kick
  - take an out to stay on that base and the next kicker kicks

### **Defense (Fielding):**

- At least 4 players of each sex on the field defensively
- A max of 10 players on the field defensively
- Teams can play with a minimum of 7 players. The team that is short may ask the opposing team to for a catcher but only to return the ball to the pitcher. It's up to the opposing team to decide
- Fielder designations
  - Infielders; consists of 1 pitcher, 1 catcher and no more than 4 other players
    - The catcher must remain in their designated zone until the ball is kicked
    - All infielders must remain behind the 1st-3rd line until the ball is kicked. The pitcher is the only player exempt from this.
  - Outfielders; anyone not considered an infielder is an outfielder
    - Outfielders must give an adequate and appropriate amount of space between themselves and the infield. There should be a clearly visible gap between the infield and outfield players. An automatic walk may be awarded to the kicker if teams creep too much

- Obstruction will be called should a defensive player attempt to prevent a base runner from advancing when they (the fielder) do not have possession of the ball. Dead ball and the runner is awarded that base +1 additional base

### **Defense (Pitching):**

- These are illegal pitches. The kicker will be awarded a ball when;
  - A pitch is hurled sidearm or overhand. Rolled pitches only!
  - Does not bounce at least twice before crossing the zone
  - Pitchers did not start their motion from within the pitching zone
  - A pitcher attempts a “quick pitch”
  - A pitch is rolled at an excessive speed
- Strikes are called on any pitch that rolls through any part of the strike zone, is swung at and missed or kicked foul and not caught. Everything else is a ball
- Kickers hit by pitches will not take first but will be awarded a called ball assuming they didn’t swing

### **GTSS Note:**

These rules are not exhaustive and may be subject to change if/when needed. Any changes are applied to the next match day and will be communicated to the league prior to playing. During the current game, the rules will stand and the umpire’s word and judgment is final.

### **Participant and Spectator Conduct:**

Refer to our Player Conduct and Spectator Conduct policies for guidelines and expectations.

### **Injury Disclaimer:**

Participants should be aware that there is a risk of injury in participation in due to the inherent nature of the activity. Make smart choices!