

# Vandalia Parks and Recreation Department

## Adult Coed Kickball Rules

*In case of inclement weather and possible cancellation, call the Vandalia Parks and Recreation Weather/Activity Hotline at (937) 415 – 2387*

### **Kickball Overview:**

Kickball is a game played like baseball with two (2) teams, bases, and a 10” ball. The object is to score the most runs. A team consists of 10 fielders (maximum). A game is 7 innings or a 50 minute – time limit. Headshots and bouncies will not be allowed and one base on an overthrow, and fun for all. All players must be 18 years of age or older.

### **Playing Field:**

Follows the diamond dimensions of a softball field:

- a. Kickball diamond is a square with equal sides of 60 feet or 20 paces.
- b. Distance from home plate to second base and from first to third base is 84 feet 10 ¼ inches or 29 paces respectively.
- c. Pitching rubber is in the center of the diamond, 42 feet 5 1/8 inches or 14 paces from home plate and aligns with first and third base diagonally.
- d. Strike zone extends 1 foot on either side of home plate and 1 foot home high.

### **Equipment:**

The Vandalia Parks and Recreation Department will provide bases and a 10” kickball.

- a. Players are required to wear athletic shoes or rubber cleats. **NO METAL CLEATS:**

### **Officials:**

Games will be officiated by one referee and who will have jurisdiction over play. Officials may:

- a. Call time.
- b. Call games due to darkness, rain, and must cancel the game if lightening is seen.
- c. Penalize a player with, game ejection for unsportsmanlike conduct. An ejected player may not return to the game. If a player is ejected from a game, they are suspended from the next game played. A return or team suspension for the remaining season could occur depending on the severity of the infraction.

### **Player Eligibility:**

All participants must meet the following requirements:

- a. Must be 18 years of age or older before playing in a game.
- b. Must be registered by registration deadline.
- c. A player may only appear on one (1) team roster

**-Over-**

## **Teams:**

Each team may consist of a **maximum of 18 players and no less than 8 players.**

- a. Teams must field **at least eight (8) players and no more than ten (10).**
- b. Teams must field a **minimum of four (4) (5 if playing ten) players of each gender.**
- c. If fielding ten (10) players, one player must play the position of catcher.
- d. Each team captain is responsible for the team
- e. The team captain must ensure that all players playing must kick (continuous kicking order).
- f. Each player must kick in order, as written in the scorebook.
- g. Only the captains/managers may dispute calls.
- h. Each team will keep score and the managers will check the score each half inning.
- i. Team name may not contain reference or implication to political agenda, issue, and political candidates, elected officials, religion, drug, or sexual references.
- j. Each **coed** batting order must field a ratio of five (5) males and five (5) females at all times. If such said ratio is not met, said team is permitted to field a ratio of five (5) males to four (4) females. Teams that are playing with nine (9) must then take an out for the 10<sup>th</sup> batter. Teams may also have the option to play with six (6) females and four (4) males. If said team fields nine (9) players, said team must meet all criteria that is in effect for a regulation game of ten (10) players.
- k. If a team is fielding 10 players they must play 4 outfielders in the grass. After the ball is kicked the outfielders may move up the infield. Regardless of number of outfielders they must be positioned in the grass until ball is kicked.
- l. 12 players are permitted in the batting order but the batting order must alternate gender.

## **Base Coaches:**

Two (2) members of the kicking team must coach first and third base and must switch with other team members to remain in proper kicking lineup.

## **Regulation Game:**

Shall consist of seven (7) innings or fifty (50) minute time limit, whichever comes first. In the event of a tie score at the end of regulation, the game will move into extra innings until a decisive winner has been determined. In the event of extra innings, inning will start with the final batter of the previous inning being placed at 2<sup>nd</sup> base. Each player will start with a 3 – 2 count, and receive one (1) pitch, the umpire has jurisdiction over balls and strikes in this matter.

- a. A game that is called off by the referee after three (3) innings or longer than a half – hour of play shall be considered a regulation game. The score at the end of the last full inning shall determine the winner. Regulation games called off with the score tied will be made up at a later time and later date.
- b. A game that is called off by the referee before three (3) innings or shorter than a half – hour of play shall not be considered a regulation game and be rescheduled if possible.
- c. A team failing to field at least eight (8) players within 5 minutes after scheduled game time (grace period) will forfeit the game. A forfeit shall count as a loss.
- d. Any team playing with illegal players will forfeit their game.
- e. A team captain may raise protest with the referee for rule infraction, but will accept the referee's final ruling.

## **Pitching/Catching:**

No bouncies.

- a. A pitch that is higher than one (1) foot at the plate and called as such will be a ball.
- b. **The pitcher must pitch and stay directly behind the 8' pitching line until the ball is kicked. Failure to do so will be called a ball.**

- c. The speed of the pitch: moderate speed determined by umpire.
- d. No player may field in front of the pitcher other than the catcher.
- e. No player may advance past the first and third base diagonal line until the ball is kicked. Failure to stay behind this line will be called a ball (no rushing).
- f. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure to do so will be called a ball.
- g. A pitched ball that does not touch the ground at least once before reaching home plate

**Kicking:**

All kicks must be made by foot.

- a. All kicks must occur at or behind home plate. A kick in front of home plate is called a foul.
- b. Bunting is **NOT** allowed.
- c. A kicker can run up to the ball to kick it as long as he/she does not back up past the back stop.

**Running:**

Runners must stay within the baseline line and fielders must stay out of the runner's way. A fielder trying to make an out on a base may have their foot on base, but must be out of the baseline. Runners hindered by any fielder within the baseline shall be safe at the base to which they were running unless the fielder is fielding the ball.

- a. No stealing is allowed.
- b. No leading off the base is allowed. If runner is off his or her base when ball is kicked then the runner is out.
- c. Throwing and hitting a runner with the ball above shoulder level is **not allowed**. If a runner is hit above the shoulders, the runner automatically will receive a home run. If the runner intentionally uses the head to block the ball, the umpire may call the runner out.
- d. After a kicked ball is caught, runners must tag their originating base before running to the next base. If the runner has not moved off the base before the ball is caught, the runner may simply run without tagging up.
- e. One base on an overthrow.

**Strikes:**

A strike is a pitch within the strike zone either not kicked or missed by the kicker.

- a. Three (3) strikes are an out.

**Balls:**

A ball is a pitch outside the strike zone; an illegal bouncing ball; any fielder or pitcher advancing on home plate before the ball is kicked; and any catcher crossing home plate before the kicker or failing to field behind the kicker.

- a. Four (4) balls is a walk.

**-Over-**

**Fouls:**

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; and a kick in front of home plate.

- a. Four fouls constitute an out.

**Outs:**

An out is three (3) strikes or four fouls; a runner touched by the ball at ANY time while not on base; any kicked ball fair or foul that is caught before touching the ground; when a runner is forced to run; and when a runner is off his or her base when the ball is kicked.

- a. Three (3) outs by a team completes that team's half of the inning.

**Ball in Play:**

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

**Ghost Men/Women:**

Ghost runners are not allowed.

**Designated Runner/Player Positions:**

In cases of injury or illness, a time out may be requested for participant removal and replacement with a substitute of the same gender. If the participant later returns to play, the participant must be inserted in the same fielding and kicking order position previously held.

If player is ejected, injured, or becomes ill and cannot continue, the lineup will continue in the same order, less the removed player.

The pitcher may only be replaced on the mound once per inning.

**Revised on 02.26.15**