



## Coed Kickball League Rules

### MANAGER'S RESPONSIBILITIES

1. Do not let your players face suspension by allowing them to argue about a call or argue with the Site Supervisor.
2. You are responsible for taking charge of your team's and your spectators' conduct. Abusive language, rude behavior, excessive drinking, littering and other unsportsmanlike conduct will not be tolerated. Offenders may be suspended for the rest of the game(s) and the next league night without warning.
3. Any schedule information, changes, make-ups or other league information will be posted online at [www.mandanparks.com](http://www.mandanparks.com). Please also make sure we have your current email address and phone number. It is your responsibility to make sure your players know how to access updated information via the website.
4. Know the rules. Tell your players the rules. This will help the game run smoothly and help your team concentrate on playing.
5. The Site Supervisor has the final say in all disputes and conflicts.

**ELIGIBILITY** - The minimum age for players is 18 years or older.

### TEAMS

1. Each team must register/pay for at least 10 players on the roster. Teams may consist of all females.
2. Only registered players are allowed to play, there are no free subs. If an illegal player is playing, that will result in a forfeit. Teams are allowed to check rosters with the onsite supervisor.
3. A team can start a game with a minimum of 8 players.
4. Male ratio cannot exceed female ratio during play at any time. A team must have an equal or greater number of females as males. Teams can have all females. If you have a female go out, a male must go out as well.
5. If teams have the same number of males and females, they may kick the whole team. For example, a team can kick 6 women and 6 men. Teams can also kick 6 women and 5 men, not 5 women and 6 men.
6. During play, the team manager may request a maximum of 2 timeouts, which cannot exceed 1 minute each.

### GAME PLAY

1. Each team will play two games each night. A coin flip will determine which team is the home team. The home team will choose which game they want to be on offense last.
2. NO umpires are provided. The team that is up to kick will umpire. This umpire will be the one calling balls, strikes, time and outs. The Site Supervisor will have final say in all questions and disputes.
3. Each team will receive scorecards to turn in when the games are over. Please give them to the Site Supervisor before leaving the complex.
4. Regulation games last 7 full innings. Tie games are recorded as tie games.
5. A game that is called off by the Site Supervisor due to inclement weather or other reasons, after 3 full innings of play, shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. If a regulation game that is called off after three full innings ends in a tie, it will be marked as such, and 1 point is awarded to each team.
6. A game that is called off by the Site Supervisor before 3 full innings of play shall not be considered a regulation game, no points will be recorded, and cancelled games will not be made up.
7. There will be a 7-run rule in effect per team per inning. When a team scores 7 runs in one inning, even if the team has less than three outs, they must stop kicking and switch places with the opposing team. This rule is in effect for all innings except the 7th or last inning due to extra innings during tournament play.
8. A run rule will be used as follows:
  - a. 20 runs after four innings
  - b. 10 runs after five innings

## **BALL IN PLAY**

1. No player may advance forward from a base until the ball is kicked. Failure to abide by this rule results in an out.
2. When the pitcher has control of the ball and is in the pitcher's circle, the play is dead.
3. If a runner intentionally touches or stops the ball, even if they are on base, the play ends (the runner will also be called out).
4. Players in the field are allowed to kick the ball (as opposed to throwing) towards another team player in the field. This is particularly helpful if you have a long throw from the outfield.
5. There is no infield fly rule. However, if the players feel a ball is intentionally dropped to turn a double play, all runners will be safe.

## **PITCHING**

1. Pitchers must "Roll" the ball to the kicker.
2. The strike zone extends to 1 foot on either side of home plate and 1 foot high.
3. No bouncing pitches are allowed. A pitch that is higher than one foot at the plate, and called as such, results in a ball.
4. If the ball falls short of the plate and does not cross over, the pitch will be called a ball.
5. The pitcher must stay behind the pitching rubber and inside the pitcher's circle when pitching. Failure to do so results in a ball. The pitcher must also stay inside the pitching circle until the ball is kicked.
6. Pitchers may only be replaced twice per inning.

## **KICKING**

1. The order of the kicking shall be alternating male and female players.
2. No player may kick more than once until the entire team rotation, per gender, has had a chance to kick. However, to preserve the male-female alternating kicking order it may be necessary to add the rest of the females at the end of the order. No males will kick back to back due to the male/female ratio rule.
3. All kicks must be made with the foot.
4. All kicks must occur at or behind home plate but can occur anywhere behind home plate. Kicks do not have to be in the strike zone box, and players do not have to be inside the strike zone box when kicking.
5. Bunting is NOT allowed. Kickers must have a full kick at the ball with a follow through. The distance of the ball does not determine a bunt. The actual kick and follow through will determine a bunt (ex-a female kick with a follow through may sometimes be confused with a bunt). Remember you are playing KICKball.
6. If a team intentionally walks a male player, he will advance to 2<sup>nd</sup> base. The next kicking female player has the option of kicking or taking 1<sup>st</sup> base.

## **FIELDING**

1. When fielding, the maximum in the field is 10 players. The infield can only have six players and the outfield (which is on the grass) will have the remaining players. 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, and shortstop must be an even male/female ratio. Pitcher and catcher must be opposite genders.
2. Outfielder must play the outfield, and the infielders must play the infield. Outfielders cannot play the infield and infielders cannot play the outfield. Outfielders must remain at or on the outfield grass until the ball is kicked. Infield players must be in the dirt area, behind the invisible diagonal 1<sup>st</sup> to 3<sup>rd</sup> base line (exception of pitcher and catcher), until the ball is kicked. A player may not take obvious defensive plays from any other player fielding their positions (ex – an outfielder may not make the play at 2<sup>nd</sup> base or catch an obvious 2<sup>nd</sup> baseman's pop fly in lieu of the female 2<sup>nd</sup> baseman.) The rule's intent is to involve the female player. That's why it is coed.

## **BASE 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. Runners hindered by any fielder within the base line shall be safe at the base to which they were running. 1<sup>st</sup> base runners must use orange base if available.
2. The play ends when - all runners have reached a base, and the pitcher has control of the ball in the pitching circle.
3. Neither leading off, nor stealing a base is allowed. A runner off their base when the ball is kicked will be called out.
4. Sliding is allowed, but never mandatory.
5. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.
6. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders as they are sliding to a base will be safe. If a player intentionally throws at the head of another player, they will be ejected. If the runner intentionally uses their head to block the ball, the runner is out.
7. If a play is too close to determine a runner out or safe (a "tie"), the runner shall be safe.
8. One extra base is awarded on an overthrow. A ball is considered an overthrow if it goes at least 30 feet out of the field of play or into the dugout in the following circumstances:  
A ball that is thrown to first or third base that is not caught or fails to hit the runner.

## **STRIKES**

A count of 2 strikes is an out. A strike constitutes:

1. A pitch within the strike zone not kicked or missed by the kicker. The strike zone is the chalked box by the home plate.
2. A kick occurring in front of home plate (kicks occurring in front of home plate that are caught by the fielding team are called out.)

## **BALLS**

A count of 3 balls advances the kicker to first base. A ball is:

1. A pitch outside the strike zone.
2. A ball falling short of the plate and does not cross over the plate.
3. A bouncing ball that is higher than 12 inches as it crosses home plate.
4. Any catcher advancing forward of home plate before the kicker kicks the ball.

## **FOULS**

A foul is:

1. A kicked ball landing fair but traveling foul on its own before reaching first or third base (any ball touched by a fielder while it is in fair territory is automatically fair even if the ball goes foul).
2. A foul ball is counted as a strike.

## **COUNT**

Each kicker will be allowed a 3 ball - 2-strike count with no courtesy foul.

## **OUTS**

A count of three 3 outs by a team completes the team's half of the inning. An out is:

1. A count of 2 strikes.
2. A runner touched by the ball at ANY time while not on base.
3. Any kicked ball (fair or foul) that is caught.
4. A ball tag on a base to which a runner is forced to run. The fielder must have control of the ball (i.e., it must be off the ground).
5. A runner off of their base when the ball is kicked.
6. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.

## **DESIGNATED RUNNER**

In cases 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 kicking order position previously held. If a player is ejected, injured, or becomes ill and cannot continue, the lineup will continue in the same formation, less the removed player. No out is taken for the empty spot in the batting order.

## **BEHAVIOR** \*Just a reminder

1. Unsportsmanlike behavior will not be tolerated. Each team member is responsible for his or her conduct. Respect yourself and others.
2. Casual profanity is prohibited.
3. No drinking of alcoholic beverages is allowed on fields or in dugouts. \*Glass is PROHIBITED everywhere at the Mandan Softball Complex!
4. No smoking on the field or in the dugout.

## **LATE ARRIVALS, FORFEITS AND GAME TIME CAPS**

1. A team must have 8 players to start a game; no team shall start short of 8.
2. Double header games start at 6:30pm and 8:30pm.
3. Forfeits are frowned upon, but if it is an emergency and your team cannot field enough players to participate, the team manager is responsible for contacting the team you are scheduled to play along with the office as soon as possible.
4. Games will have a time cap to keep game times on schedule. This means at the game time cap for that game you must finish the inning you are in, and the game is over. Game time caps are as follows:  
6:30pm games ---- 8:20pm  
8:30pm games ---- 10:20pm
5. Game time is forfeit time for 6:30pm & 8:30pm games and 10 min. after game time for 2<sup>nd</sup> round games. A forfeit must be declared BEFORE the game starts. If a game starts, it will be assumed that both teams have agreed to play, and the game will count. If teams cannot agree on whether a game is forfeited, they must find the Site Supervisor to make the decision BEFORE the game starts. Even if you start a game late, you still complete the final inning at the game time cap.
6. Teams that forfeit their first game are allowed to play the second, but forfeit rules still apply.
7. All forfeits must be reported to the coordinator immediately to be recorded as wins/loses.

## **EQUIPMENT AND APPAREL**

1. Metal spikes are not allowed.
2. Uniforms are not required to participate in the league, but matching t-shirts are recommended.

## **INCLEMENT WEATHER**

For weather concerns, go to [www.mandanparks.com](http://www.mandanparks.com). This page will be updated daily if weather/field conditions are in question.

## **STANDINGS**

1. Standings are posted on [www.mandanparks.com](http://www.mandanparks.com) weekly.
2. Standings are based on:  
Points earned. (Win = 2 points, Tie = 1 point, Loss = 0 points)

## **END OF YEAR TOURNAMENT**

An end of the year tournament will be played. Brackets will be sent out after the last game. Extra innings will start with a runner on 2<sup>nd</sup> base. The last kicker in the previous inning will be the player on base.

Mandan Parks & Recreation has the right to change or add rules for the betterment of all participants, as needed.

If you have any questions regarding the rules, please contact Casey Johs via email at [cjohs@mandanparks.com](mailto:cjohs@mandanparks.com) or by phone at 701-663-8469.