

COED RECREATIONAL KICKBALL RULES

1. GENERAL RULES

- Play consists of at least 10 players per side. The breakdown is 6 men and 4 women in the field at one time. Teams may not play with more than 6 men at one time.
- There are NO position requirements of any players (there need not be 2 females in outfield and 2 in the infield).
- Games will be played on a grass field. The pitcher and fielders must stay behind the pitcher's mound (marked by a cone or rubber strip) until the ball is kicked. The catcher must stay at least 4 feet behind the kicker.
- The catcher or kicker is NOT allowed to cross home plate until the ball is contacted. If the kicker does contact the ball in front of home plate it will be considered a foul.
- All games are 50 minutes in length OR 5 INNINGS. If all 5 innings have finished prior to the 50 minute deadline, then both teams are allowed to keep playing until the time limit is up.
- Games during the regular season can end in a tie.
- There is a 10 run limit per inning or if a team is trailing enter the inning, the inning will not be limited until they have 10 runs more than the opposing team.
- Once 30 minutes have expired it will be considered a complete game.
- If a game is called due to any circumstance (weather, darkness, etc) and LESS than 30 minutes have expired, the game will be restarted from the beginning at a future time.
- If a game is called due to any circumstance (weather, darkness, etc) and at least 30 minutes (or more) have expired then it will be considered a complete game.
- Cup in hand – all players are required to play with a solo cup or beer can in hand.

2. EQUIPMENT

- All players are encouraged to wear team t-shirts, or matching color t-shirts at every game for the entire season.
- All games will be played with a 10" rubber kickball (league provided).
- Cleats are allowed however, but seriously, why are you wearing cleats to this league? No metal spikes are allowed.
- Any equipment in question should be brought to the attention of the umpire.
- The umpire will make all final decisions with regard to equipment discrepancies.

3. ROSTERS / SUBSTITUTES

- All players must complete the online waiver prior to play.
- For all leagues, a team may play a legal game with six players from their roster. If a team has less than 10 players, they can pick up players from another team.
- Outside subs are allowed during the season, but they MUST SIGN the electronic waiver first. Failure to do so will result in an illegal player and an automatic forfeit.
- Teams may not pick up players (from other teams) to go over 12 players.

4. FACILITIES / ALCOHOL

- The league will provide the captain or designated captain of the team a case of beer per week. The captain **MUST** show a valid ID to the umpire or league official to receive the case of beer. The captain is responsible from that point forward that anyone drinking beer provided to the captain is 21 or older.
- If anyone under the age of 21 is attending the game (as a spectator), they must be clearly identified to any league staff, including the umpire. They are not allowed to play or substitute in this league.
- Beer or any other alcoholic beverages (league provided or brought by players) **CANNOT** be given to non-league players.
- Please help support the sponsor bar before and after your matches.
- Drunken idiot rule – if you are ruining the fun of other players you will be asked to leave. Do it a second time during the season you will be expelled.
- Get home safe! We live in a glorious time with taxis, public transportation, Lyft, Uber, etc. – there is absolutely no excuse to drive intoxicated.
- Alcohol is allowed at Meet. Play. Chill. games, following the local municipality or facility's laws/rules for participants that are at least 21 years old. No glass bottles are allowed (any drinks from glass bottles must be poured into plastic cups).

5. CO-ED RULES & TEAM SIZE

- Teams may kick more than twelve players; however, the batting order must rotate between Male & Female.
- All players in the field must be listed in the batting order. There are no “designated fielders” allowed.
- If the roster is not even Male & Female players, two separate batting orders must be made – one for female kickers, one for male kickers. Teams will simply alternate male and female kickers according to the list.
- If a team has less than the minimum required number of players it is up to the opponent and/or umpire as to what is allowable.
- **INJURED PLAYERS:** If a player is injured during a game, captain must notify umpire to remove injured player from line-up card with no additional penalty. The male:female rotation must remain.

6. OFFENSE

- There are no **STRIKEOUTS** in this league. Players may only foul-out, and that is only on their 3rd called foul.
- Pitchers start play by rolling the ball towards the plate. The pitch must leave the ball smooth to the ground and with minimal bounce. This is a recreational league and the idea is for the ball to be put into play – not for strikeouts.
- All kicks must be made by foot and must occur at or behind home plate. If the kick is made beyond home plate, it will be called a foul ball.

- Bunting is not allowed. It is at the umpire's judgment to call a play back for not strong enough of a kick or to award an out to the defense for a repeat offender.
- No lead-offs or stealing, runners can leave the base **once the ball is kicked by the kicker**. If a runner is leading off, the ball is dead and the runner is declared out. If a runner leaves early (after the pitch is made but before it reaches the plate), this play must be appealed by the defense.
- Players are considered out by one of the following means: (1) Striking out, (2) A fly ball caught by the defense, (3) A throw out at one of the lead bases, (4) The runner being tagged by the ball, (5) A foul out, or (6) A runner being struck by a thrown ball at the shoulder or below while attempting to advance or return to a base.
- Base runner to defensive player contact will be closely watched by the ump. Any excessive contact or collision will result in an "out" and/or ejection. This includes contact with the catcher.
- Runners cannot slide. This is a recreational league. Defensive players can slide or dive to catch a ball at their own risk.

7. DEFENSE

- Pitches must be rolled towards home plate. Pitches may not be bounced, only rolled towards the kicker. Pitches that bounce more than one foot above the ground will be considered an illegal pitch. Pitchers that have to be repeatedly warned by the umpire about illegal pitches will be ordered to be replaced by another player on the fielding team.
- Pitches must be rolled at a reasonable pace, not extremely fast or extremely slow. The umpire will monitor this rule and will call a 'ball' if the pitch is too fast or too slow to keep both teams equal.
- Any foul ball caught in the air is an out. If a foul ball is dropped in foul territory, it remains as a foul ball.
- Players may be hit anywhere below the shoulders with a thrown ball and will be considered out.
- Hitting a runner with a thrown ball above shoulder level is not allowed. Any runner hit above the shoulders is considered safe and will be awarded an additional base. If the runner intentionally uses their head to block the ball, the runner will be called out.
- Defensive players may not kick the ball at a runner to make an out. If a defensive player kicks the ball and hits a runner, the runner will be safe and will be awarded an additional base.
- Defensive players may kick the ball to another defensive player to make an out. The ball must be kicked to another defensive player without making contact with a runner. The defensive player receiving a kicked ball from another defensive player must then throw the ball at the runner, tag the runner with the ball, or step on a base holding the ball for a force out.
- First basemen must have a foot on first base (not the safety bag) in order to make an out. The runner will be safe if the first baseman does not touch first base before the runner.
- All 4 outfielders must remain behind the grass "outfield line" when a female is up to kick. If the "line" is not clearly marked it is up to the umpire's discretion if an outfielder

is too close to the infield. There cannot be more than 6 players on the infield at any one time. Once contact has been made the outfielders may cross the line. If an outfielder crosses the line

before contact has been made the female may be awarded first base.

- All thrown balls are deemed out of play when it is unsafe to continue play (ball approaches an out-of-play ditch, parking lot, etc.) This will be deemed and only called by the umpire.
- On overthrows out of play, the runner is granted the base he/she is going to (at the point of the throw) plus one more. Note: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations.

9. FORFEITS

- Game time is forfeit time.
- If the opposing team wishes to grant time for their opponents to show up, the game clock will be started and the team will be given a 10 minute grace period to get their full team on the field ready to play.
- Teams may pick up substitute players during the regular season in order to field a legal team.
- All substitutes must be signed onto a roster/waiver for that night.
- If a team forfeits a game, their opponent will be awarded a 10-0 win.
- If you know in advance that your team is going to forfeit a game then we encourage you to call our office so we can inform your opponent.
- If your team forfeits a match during the season, the following rules apply:
 - First Offense: Loss of the match and warning issued.
 - Second Offense: Loss of the match and staff reserves the right to remove team from playoffs.
 - Third Offense: Loss of the match and possible removal from the league.

10. SPORTSMANSHIP & EJECTIONS

- At Meet. Play. Chill., we facilitate fun! We hope that all participants keep that in mind when becoming involved in our leagues and social events. Although the games may become intense, you still can be competitive while maintaining good sportsmanship.
- Any behavior deemed unacceptable by staff may result in ejection from the game and/or suspension from a game or the league, even if the event did not result in an ejection at the time.
- Any player or fan is encouraged to root for their own team but rooting against teams or use of disparaging language is discouraged and could result in penalties of players or dismissals of fans. Any fans of teams may be asked to leave by Meet. Play. Chill. staff. Refusal to leave could result in forfeiture of games

- Fighting is not allowed and will NOT be tolerated. All parties involved in fighting will be subject to ejection from the game at the umpire's discretion and subject to ejection from the league at the discretion of Meet. Play. Chill.
- Any player that gets ejected from a game may face league suspension for one or more games.
- Meet. Play. Chill. reserves the right to remove a player or team from the league after just one incident depending on the severity of the situation.
- Multiple ejections, even across multiple seasons, may result in permanent suspension from all Meet. Play. Chill. activities.

11. SCHEDULE/STANDINGS

- League Schedule and Standings will be posted on-line throughout the season.