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## **CO-ED KICKBALL**

### **RULES AND REGULATIONS**

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#### **Field of Play**

The field of play will be equivalent to a regulation softball field. The bases will be approximately 60 feet apart.

#### **Regulation Game**

All games will last a total of seven innings or fifty minutes, whichever comes first. If at the end of fifty minutes the game is still not finished, the final score will be taken from the bottom of the last completed inning. Any games that end in a tie will result in a tie. There will be no overtime during regular season games, only during the playoffs.

The home team will start the game in the field.

#### **Playoffs**

The playoffs will begin the week following the last game of the season. Playoffs are single elimination. The number of teams that advance to the playoffs will be determined by the number of teams that sign up for kickball. MOCO Social Sports will announce how many teams will make it to the playoffs once sign-ups are complete.

#### **Eligibility**

All players must be at least 21 years of age to compete in any MOCO Social Sport. Players must also be on a team roster and have signed and completed a waiver and registration form.

#### **Weather**

In the case of inclement weather, MOCO Social Sports will do their best to cancel the games with as much notice as possible. In the case that a game must be cancelled during play, the following rules will apply:

If four or more full innings are complete, the game will be considered a full game and the score will be taken from the bottom of the last completed inning that was played.

If four full innings have not been played, we will cancel the game, and if schedule permits, we will reschedule it and start 0-0 in the top of the first inning.

### Kickball Equipment

MOCO Social Sports will provide all of the necessary equipment used in kickball. We will provide the cones, bases and a 10" rubber kickball.

### Forfeiting

If a team knows in advance that they will not have the minimum number of players in order to field a team for their game, they must notify MOCO Social Sports at least 24 hours before game time to avoid being fined. Failure to notify MOCO Social Sports within the allotted time will result in a \$50 fine to be paid by the forfeiting team. This fine will be put towards the opposing teams bar tab. The fine must be paid before the forfeiting team will be allowed to play the following week.

### Referees

All games will be officiated with one referee who will stand behind home plate. All referees will be provided by MOCO Social Sports. **All referees decisions are final!** Any questions regarding the official's judgment or calls must be made to the official by the team captain. Only the team captain may approach the official with questions or concerns, however, all previous calls made will still stand.

### Teams

Each team must be comprised of at least 12 players with no maximum number of players. During play, teams may have up to ten players on the field at a time, but no less than eight. Teams that are fielding either nine or ten players must field at least four females during those innings. Teams that are only able to field eight players must have at least three females on the field. All players in attendance must be in the kicking line-up for all seven innings regardless of whether or not they are in the field. There is no specific order in which the teams must set up their kicking line-up (i.e. it does not have to be in a male/female rotating order.) If at any point a team does not have the minimum of eight players or the minimum number of females to field a team, they must forfeit.

### Pitcher/Pitching

During the pitch, the pitcher must have at least one foot of the pitching mound/stripe at all times. All pitches must be underhand and no more than 8" off the ground from the time it leaves the mound until crossing home plate. If any part of the ball crosses over the plate and it is no more than 8" of the ground, it will be called a strike. Any ball pitched that does not fall into this category will be called a ball. Players will have the same amount of balls and strikes as in regulation softball. Four balls equal a walk and three strikes equal an out.

### **Catcher/Catching**

The catcher must stay behind home plate at all times until the ball is kicked. If at any time the catcher interferes with the opposing players kick, that pitch will automatically be called as a "ball."

### **Kicker/Kicking**

The kicker must remain behind or at home plate until the ball is kicked. In the case that one or both of the kickers feet are in front of the plate before the kick, that pitch will be called as a foul. Since all fouls are considered strikes, the kicker will be called out if this occurs during a count with two strikes.

### **Bunting**

No bunting is allowed. All players must attempt to kick the ball beyond the cone markers. If the ball fails to travel the minimum distance required, it will be called a foul. The cone markers will make up an imaginary line in which in-fielders must remain behind until the ball is kicked. If an infielder is seen by the referee playing in front of the line marked by the cones, the kicker that is up will automatically have the option to take a walk.

### **Base Running**

All bases will be a standard sixty feet apart. While on the bases, players may not lead off or steal a base. Neither is permitted. If either leading off or stealing is done, that player will be called out. Players on the bases must wait until the ball is kicked before leaving the base.

In a situation where a ball is kicked by the opposing team and it is a fly ball, which is caught, base runners must tag-up on base before trying to steal a base.

While players are on base or in between bases and there is an overthrow, players may advance only one base. However, players are not entitled to take a base and this advancement must be done at the players own risk. If while advancing, the player is tagged by a player with the ball or hit with the ball, that player will be out.

Fielders may not block in anyway a base runners attempt at running to or tagging a base. If at any point the referee feels a player has done so, the base runner will automatically advance one base. If the base that player is advancing to is occupied, the player or players in front of them will advance as well.

### **Balls**

A ball will be called for the following:

- The pitcher throws a ball that is more than 8" above the ground
- The pitcher throws a ball that does not cross over the plate
- The catcher in any way interferes with the kickers attempt at kicking the ball
- Four balls will be considered a walk and the kicker will automatically advance to first base.

### Strikes

A strike will be called for the following:

- The pitcher throws a ball that crosses over the plate and is no more than 8" above the ground
- The kicker attempts to kick the ball and misses

(All balls kicked that go out of bounds before hitting the ground will be called fouls. All fouls count as one strike for the count. Three strikes is an out.)

### Foul Balls

A foul ball will be called for the following:

- A ball is kicked and lands out of bounds. (If an opposing player catches the ball out of bounds, it is an "out.")
- A ball that is kicked or touched by the kicker, but travels behind the kicker and/or catcher, but is not caught
- Any ball that is kicked on the ground, but travels out of bounds before being touched and before the 1<sup>st</sup> or 3<sup>rd</sup> base

(Three fouls equal a strike and the kicker will be called "out")

### Dead Ball

Any ball that is kicked out of bounds and hits a non-human object while in the air may not be caught to make a play. It will be considered a foul ball, therefore making it a strike.

### Outs

An out will be called for the following:

- A kicker having three fouls or three strikes
- Any ball that is kicked and caught by the opposing team, whether in-bounds or out of bounds
- A base runner that is tagged by the ball
- When a player is forced to advance to a base and the base in which they are advancing to is tagged by a player in possession of the ball
- Leading off or stealing a base before the ball is kicked
- Kicking out of line-up order

**\*Players may throw the ball at opposing base runners to get them out, but it must be below the shoulders. Kicking the ball at someone will not count as an out, nor will it be tolerated\***

### **Kicking Line-Up**

All players must be in the kicking line-up regardless of whether they are in the field for that inning. Players must kick in their original order for the entire game. If a team is caught kicking out of order, they will be penalized and given "1" out.

### **Behavior**

We are all here to have fun, so we expect people to treat kickball as a social sport and not the super bowl of kickball. We do realize some teams are more competitive than others and that some light-hearted trash talking will happen. Fighting and excessive use of obscene language may result in suspension or ejection from the league. The official reserves the right to eject players from the game for any of the above reasons. In the instance that a player is ejected, it will automatically be reported to the league coordinators, who will decide if any further actions need to be taken.

Any ejected players must leave the field of play and premises immediately.

MOCO Social Sports looks forward to a fun and exciting season!

