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Adult Coed Kickball Rules

- Ball: 8.5 inch rubber kickball provided by ESPR
- Bases: 65 feet
- Pitching Rubber: 42 feet
- Time Limit: 7 innings or 50 minutes
- Participants: 10 v 10 (6 infielders, 4 outfielders)

Number of Participants

1. Rosters may hold a maximum of 15 players.
2. Coed teams must have a minimum of 4 females on the field. If a team does not have four females, a ghost player shall be written into the batting order and represents an automatic out for each female under the minimum. Teams can have more females but can never exceed more males. A team having 10 players that is missing a required female player/s must play short the spot of the missing player. This only applies for teams with 9 players or more.
3. Teams with fewer than 7 players shall have a 10-minute grace period before a forfeit is declared.
4. All players on your roster, that are present, must kick in the line-up, unless a player is injured.
5. Batting order must be boy/girl/boy/girl or vice versa.

Regulation games

1. A game is considered official once 4 full innings have been completed. Games can end in ties and will be reflected on their standings.
2. The "visiting" team shall bat first. The "home" team gets last at bats if the time limit is near. Home and visitors can be found on the schedule.
4. Teams forfeiting games will receive a loss in the standings.

Game Play

Pitching

1. A legal pitch must be underhand and no higher than knee level of the kicker upon crossing of home plate (see "ball" description below also).
2. Pitches will be thrown in a civil manner, at a reasonable rate and not excessively bouncy. Any pitch deemed by the supervisor to be out of the context as a casual pitch will result in a warning to the pitcher and be deemed a ball. The next infraction will result in the replacement of the pitcher.
3. Pitcher must pitch from or behind back rubber (running up to the rubber is not allowed).

Strikes

1. A "strike" consists of a ball that is rolled over any part of home plate and below knee level.
2. Any ball that is kicked into foul territory shall also be considered a "strike."
3. Making an attempt to kick the ball and then missing the ball constitutes a "strike" regardless if any contact was made to the ball.
4. Two "strikes" of any kind will result in an out.

Balls

1. A "ball" shall be called on anything that does not pass over home plate.
2. A pitch must be no higher than knee level of the kicker or the result shall be called a "ball."
3. Three called "balls" shall result in an automatic walk.

Fielding

Outs

1. The kicking team gets 3 outs per inning. An out results due to the following:
 - a. Two strikes
 - b. A ball caught on the fly
 - c. Base runner is forced out
 - d. Base runner is hit or tagged with ball while not on base
2. The kicker is hit with the ball after making contact with it while he/she is in fair territory.

(If they are in foul territory then a foul ball shall be called)

3. See ghost batter rule above

Overthrows

1. One base on an overthrow that goes out of play!

2. If a player is past ½ way to the next base, they are awarded that base plus another one, on the overthrow. Play is considered dead at this time.

Kicking

1. The kicker must kick the ball on or behind home plate. Meaning, the kicker's planted foot must be behind the front edge of home plate prior to kicking it.

2. No Bunting Allowed!

Running

1. Runners must stay in a respective base path or will automatically be called out.

2. Defensive fielders impeding with the offensive runners' path to the base, shall result in the runner being awarded the base they are attempting to run to.

3. Lead off and stealing is not allowed. Leading off/leaving early will result in a do-over and a warning.

4. Sliding is legal. Malicious contact will not be tolerated and may result in ejection.

5. Balls thrown at the base runner must be below the head. Any head shot incurred while the runner is in an upright running position results in advancement to the base they were running to.

6. If runner slides, jumps or ducts to avoid a ball, this does not count as a head shot and runner will be "safe" or "out" depending on supervisor's call of the play.

7. Pinch runners are allowed for injured players only, but the kicker must make it to 1st base before said pinch runner can run for them.

8. Once the pitcher has control of the ball near or around the pitcher's mound and all action has reasonably ceased, he/she can call "Time". All play is considered dead and no base runners can advance, nor can the defense make a play once "Time" is called.

Mercy Rule

1. Teams may opt to 'submit' if down 15 runs or more after 4 complete innings of play.

NO UNSPORTSMANLIKE CONDUCT:

1. No foul language.
2. NO DRUGS, TOBACCO, OR ALCOHOLIC BEVERAGES ARE ALLOWED IN THE PARKS OR ON SCHOOL PROPERTY.
3. Any alcohol spotted in the dugout, field, or stands (by anyone) will be removed and that player/team will receive a warning. A 2nd warning will result in the forfeiture of the game and/or removal of the player and/or team. This decision is based on the supervisor discretion.
4. ANY FIGHTING WILL MEAN DISMISSAL FROM PARTICIPATION FOR ONE YEAR OF ALL ACTIVITIES, NO APPEALS.
5. If unsportsmanlike conduct persists by a team or an individual, the team or individual will be kicked out and league fees forfeited.
6. If ejected individual or team fails to leave the premises, including the parking lot,
 - a. within one minute from time of ejection, their team will forfeit the game. Any player ejected will
 - b. not be allowed to participate in the next scheduled, played game. If the situation occurs during
 - a. the final league game, the player(s) in question will be subject to suspension in the following
 - b. year's softball program. Coaches and spectators are also subject to the same type of ejection rule.
 - c. No appeals.

Rainouts or other postponements:

1. The recreation supervisor will email the team manager of each team in the case of a rainout.
2. Rainouts will be made up on the earliest date possible and may be rescheduled for a different day of the week.

If you have any questions rules or the league, please contact the recreation coordinator, Kendra beaver at 816-630-1040.