

Sedalia Parks and Recreation

2019 Fall Adult Co-Ed Kickball League Rules

ROSTERS

- All teams **MUST** turn in a roster at the time of registration. A team will not be considered registered without submitting a roster.
- All players on a roster must be at least 16 years of age.
- Players must be able to produce positive photo identification when requested by an umpire, field supervisor or scorekeeper.
 - Failure to comply with eligibility rules may result in forfeiture of protested games in which an illegal player participated.

TEAMS

- Teams will consist of 5 males and 5 females on the playing field.
- A minimum of 8 players is required for the game to start and to continue the game.
- Teams must alternate the kicking order by gender (male, female, male, etc. or female, male, female, etc.)
- Teams can have a maximum of 6 players in the infield and a maximum of 4 players in the outfield.
- Teams must have 2 female and 2 male players in both the outfield and the infield. Players do not have to alternate positions according to gender.
- The catcher and pitcher do not have to be of the opposite gender and are both considered infielders.
- You may bat your whole team or adhere to ASA lineup/substitution rules. Whichever method you start the game with is how you must continue the game. If a player is injured and you are batting your whole team the injured player can have the last girl that was out to bat in his/her spot (last girl that got out for the team).

FIELD/EQUIPMENT

- All games will be played on a baseball or softball sized diamond with the bases measuring 65 feet apart.
- An umpire will be provided by Sedalia Parks and Rec. The umpire will have the final say in all situations. The umpire has the right to eject any player for unsportsmanlike behavior.
- The captains of each team will trade kicking line-ups before the game. Each team is responsible for providing lineup cards or sheets.
- Cleats/shoes with metal spikes or steel toed shoes will be prohibited.
- Although not required, it is highly recommended that teams wear the same color uniforms.
- An 8" rubber ball will be used and provided by the SPR.

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REGULATION GAME

- Games will be 7 innings or 60 minutes, whichever comes first.
 - No full inning will be started after 55 minutes.
 - If an inning was started prior to 55 minutes being reached, the inning will be played in its' entirety.
- A game will be considered official after 4 innings or 3 ½ if the home team is ahead if a game needs to be called for any reason (i.e. weather).
 - Tie games under any and all circumstances will be considered a win for both teams involved.
- Run Rule Situations
 - 10 runs after 5 innings
 - 15 runs after 4 innings
 - 20 runs after 3 innings

KICKING/RUNNING

- When attempting to kick the ball, the player may not step over the 5 foot arc line in front of home plate, prior to making contact with the ball. If the player steps on or over the line, he/she will be ruled out.
- There is NO bunting and will result in an out.
- All kicks must be done by the foot.
- If the kicker does not like the pitch, he/she should not attempt to kick the ball and another pitch will be thrown. A kicker will get two attempts at kicking the ball. Two missed attempts/foul balls will result in an out.
 - The strike zone expands 1 foot on both sides of home plate and 1 foot off the ground.
 - There are no walks.
 - Strikes will be called by the umpire; 2 called strikes or a called strike after the first kicking attempt will result in a strikeout.
- After a fly ball is caught, the runner must tag up before advancing to the next base. Failure to tag up may result in an out if the runner is legally hit with the ball or the opponent gets the ball to the previous base before the runner can return to tag up.
- If the ball hits the kicker in fair territory after the ball is kicked, the kicker will be called out; same applies to any base runners.
- No leading off or base stealing is allowed. Runners who lead off before the ball is kicked will be called out.
- Runners must stay in the base line while running.
- Running past another base runner is prohibited and the runner will be called out.
- The kicker/runner is determined out in situations similar to softball (force outs, popouts, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders.
- Hitting a runner's neck or head with the ball is NOT allowed. If the runner intentionally uses their head or neck to block the ball, the runner will be called out. If the ball is thrown at the runner's head or neck, it will be an immediate dead ball and **ALL** runners will advance to home scoring a run.
 - If the umpire determines the fielder intentionally hit the runner above the shoulders, the offending player will be ejected.

Sedalia Parks and Recreation

PITCHING/FIELDING

- No bounce pitches are allowed. Pitches must be 1 foot or less in height at the plate.
- The pitcher must stay at the pitching rubber until the ball has been kicked. An infraction of this rule will result in all base runners advancing one base and the kicker re-kicking the ball.
- No player may position themselves in front of the pitcher, except for the catcher. An infraction of this rule will result in all base runners advancing one base and the kicker re-kicking the ball.
- The catcher may not go in front of home plate until the ball has been kicked. An infraction of this rule will result in all base runners advancing one base and the kicker re-kicking the ball.
- Once the pitcher has control of the ball, the play ends.

OUTS

- A count of three outs by a team completes the team's half of the inning.
- An out is
 - A runner who is hit with the ball below the shoulders. If a ball is thrown at the runner's head or neck, it will be an immediate dead ball and **ALL** runners' will advance to home and run will score for each runner.
 - Any kicked ball that is caught in fair or foul territory.
 - A ball tag on a base to which a runner is forced to run to.
 - A runner off of his/her base before the ball is kicked.

FOREFEIT/EJECTIONS

- The umpire has the authority to eject players or call forfeitures at their discretion.
 - The Recreation Supervisor will review all ejections/forfeitures and determine further ramifications regarding the player and/or team.

POSTPONEMENTS

- In the event of questionable weather, please call the park office (660) 826-4930. Decisions will be made by 4:00pm.
- The Recreation Supervisor, Recreation Superintendent, and or umpire have the authority to postpone games at the fields due to unplayable field conditions.
- Please be prepared to play later in the season in the event that a make-up game needs to be played.