

RHS Band

Co-Ed Kickball Rules



The purpose for hosting the league is to provide a place where we can enjoy a time of recreation and fellowship as we play kickball. Before games, teams will meet for a short bold challenge and prayer.

Section 1: Team Requirements

- Games will be played with 8 players (4 guys and 4 girls) in the field.
- Minimum of 6 players required to play.
- If a team does not have the minimum number of players, the game will be ruled as a forfeit.
- Everyone on a team must be properly registered with the Sports Ministry Office prior to participating.

Section 2: Player Equipment and Behavior

- Teams are required to wear their team uniform for each game.
- Individuals who forget their jersey must wear a similar color for game play.
- No jewelry is allowed.
- Only closed-toed shoes and athletic shoes are allowed during play. This includes plastic cleats, but not full metal cleats or spikes. Bare-feet are not allowed.
- Participants may wear soft, non-rigid pads or braces to protect an injury.
- Unsportsmanlike conduct will not be tolerated including refusal to comply with a decision of an official, intentionally kicking, spiking or throwing the ball, or any act deemed by an official to be unsportsmanlike.
- The Team Captain is responsible for the conduct of his/her players and spectators & only the team captain can address an official.

Section 3: Game Length and Timing

- A game will consist of six (6) innings or forty-five (45) minutes, whichever comes first.
- No new inning will begin once the 45-minute limit has expired.
- A game that is called off by the Referee after three (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. Regulation games called off that end in a tie shall be marked as a tie.
- Championship games will not have a time limit.
- Regular season games can end in a tie.
- During tournament games only, extra innings will be played until the tie is broken. The kicking team will begin their at bat with a runner on second base.
- There are no timeouts.

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Section 3: Game Length and Timing (cont.)

Mercy Rule

- 20 run lead after 3 innings.
- 15 run lead after 4 innings.
- 10 run lead after 5 innings.

Section 4: Facility Specifications

- There will be 4 bases spaced out evenly on the field.
- The distance from home to 1st base will be 20 yards (60 feet).
- The pitching rubber will be 12 yards (36 feet) from home plate.
- The bunt line will be 6 yards (18 feet) from home plate.
- There is no home run line.

Section 5: Rules of Play

- The home team will field in the top half of the inning and kick in the bottom half.
- Each team must submit a lineup before the start of each game.
- Everyone in the lineup must play in the field and kick.
- Lineups must alternate guy and girl kickers. When batting, order should mix male and female players at the top of the lineup. Your order should be M, F, M, F, M, F, M, F at the top of the order. The rest of a team lineup is at the captain's discretion. Every person on the team must bat if they are physically able. No subs.
***If a team does not have the minimum number of female players necessary for the first eight spots in a lineup then each missing female batter will count as an out. (Example: A team with only three female players will take an out in the 8th batting position every time it comes up in the order.)
- Pinch runners are allowed only when a player on base is injured. When a player requests a pinch runner, the opponent team selects a player on the requesting team to sub as the pinch runner. The pinch runner must be a male replacing a male or female replacing a female.

Pitching

- Teams will pitch to their own kickers and the pitcher must be a member of the offensive team.
- Pitchers (of the kicking team) will not be responsible for playing defense.

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Section 5: Rules of Play (cont.)

Pitching (cont.)

- The pitcher must move clearly out of the way of a defender making a play or the potential path of a throw.
- Each kicker will receive a maximum of 3 pitches.

Kicking

- Every player present will bat in the lineup.
- An inning ends after 3 outs or after the team has batted through 8 kickers.
- The offensive team is responsible for notifying the defensive team when the last kicker is preparing to kick if 3 outs has not occurred.
- Foul balls on the 1st or 2nd pitch will be ruled foul. If a foul is kicked on the 3rd pitch, the batter will be out.
- There are no walks.
- A kicked ball must clear the bunt line in front of home plate to be in play.
- The kicker must not contact the ball in front of home plate.
- A kicker may not touch the ball a second time after first contact while in the kicking motion. This is called a “double kick” and results in a foul ball. Once the kicker begins to run to 1st base, if the ball touches him/her in fair territory, he/she out and it is a dead ball. All baserunners must return to their previous base.
- A kick can be made with any part of the leg.
- There will be no intentional walks.

Base Running

- There is no leading off or stealing bases. Runners must wait for the kicker to make contact with the ball to leave their base.
- In the event of a fly ball, runners may choose to leave their base at their own risk.
- If a fielder catches the ball before it hits the ground, the runner must “tag up” on their base before advancing to the next base.
- If the ball is not caught, no “tag up” is needed.
- When the fielder is making a play on the ball, base runners are required to avoid contact with said fielder by sliding, slowing down, reversing directions, stopping, or going around the fielder while maintaining the established base path. (Ruling: Interference) No sliding head first. Accidental contact during a slide is okay

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Section 5: Rules of Play (cont.)

Fielding and Defense

- No more than 5 players may position themselves within the infield area prior to the pitch being kicked. In a game with 8 fielders, 3 must begin each play in the outfield area.
- Catchers are allowed but are not required. You can add a 4th outfielder instead of the catcher, but the decision the made for the inning not per batter.

Fielding and Defense

- The kicker is out in situations similar to baseball/softball (force-outs, fly-outs, etc.)
- In addition, a runner is out when he/she is hit by the ball on or below the shoulders.
- Any runner hit above the shoulders is safe.
- If the runner ducks and gets hit in the head, the runner will be called out.
- In the event of a slide, if a runner is hit in a non-malicious fashion above the shoulders, the runner is out.
- The fielding team must have a minimum of 2 female players to field six and 3 female players to field seven and 4 female players to field eight.
- The kicking team will kick until three outs are made OR until 8 kickers have kicked I the lineup. When the last kicker bats, the first out during that kick will be treated like a third out in a baseball/softball game for purposes of scoring and the half-inning will end.
- The defensive team may tag home plate with the ball to conclude the half inning, getting out all runners who have not yet tagged home plate during the last kicker.
- No runs will score on an out from a forced out.
- Any runs scored prior to a non-forced out will count.
- There is no In-Field Fly Rule since a kickball is more difficult to catch than a baseball or softball. However, a player may not intentionally drop a catch-able ball in an attempt to complete a double- play. If a player intentionally drops a ball, as determined by the referee, then all players are safe at their next base including the kicker at first. If the Referee determines that the player accidentally dropped the ball, then play continues via normal rules of play.
- If the ball is thrown or kicked by the defense out of the field of play, each base runner is awarded the base they were going to. Foul territory is still in play as long as the ball has not been ruled out of play by the referee, and base runners may advance as many bases as they desire at their own risk.

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- Play stops when either of these two scenarios happens: 1) The ball is held in control by the defensive team at the bunt line. 2) The ball is held in control in front of the lead runner. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

BASE COACHES

- Two members of the team at kick may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.
- Base coaches may not physically assist runners while the ball is in play.

Section 5: Rules of Play (cont.)

REFEREES AND LEAGUE DIRECTORS

- Games will be officiated by at least one authorized official, the Head Referee. When available, at least two officials referee each game: a Head Referee, and a First Base Referee. The Head Referee governs all game play and issues all final rulings, and has final authority on equipment issues. Other Referees may assist these officials when available.
- Prior to each game, the Head Referee must conduct a meeting with the Captains of each team, to address any ground rules in effect, to ensure the exchange of team lineups, and to identify the Team Captains who will be authorized to discuss calls with the Referees during the game.
- Referees are responsible for making calls on outs and runs scored for their respective fields, and the referee's call is the final decision in all matters.
- Referees will report the final scores of each game to the League Director.
- Referees and League Directors are trained and responsible for conducting games in a professional manner, and are empowered at their discretion to give a Warning and/or Eject any player that instigates arguments, uses foul language and/or flagrant abuse towards the opposing team, referee, or field.
- Referees are responsible for suspending a game due to rain or lightening. If a game is in progress and the remaining innings are canceled due to lightning, four innings will constitute a complete game. However, please stay in the area if the referee requests players to, as the game may be able to be completed after a time delay. Games in progress will be picked up from where they were suspended. If a team leaves and does not come back as the referee requested, that team will take a forfeit.