

Coed Kickball League

Rules

1. Team rosters must be turned in at the time of registration. Players must be added to the roster prior to an individual playing. Adding players to a team roster must be done at either the Recreation Center or at the field by a coach or official team representative. Phone in and faxed additions will not be accepted. No players can be added the last four (4) weeks of regular league schedule. There is a 2-week period of ineligibility when changing teams. Allowing players to play who are not on your roster may result in forfeiting the game.
2. Only the opposing team captain or manager may protest illegal or ineligible players. Protest of illegal player(s) must be done during the game while the player in question is in the lineup. Players must be able to produce proper ID when requested by a game official. Rosters are limited to 20 players. Players can play on only 1 team.
3. . Players playing under an assumed name may be suspended for the remainder of the league. If it is the last game of league play, suspension may be enforced at the beginning of the next league.
4. **PARTICIPANTS MUST BE 18 YEARS OR OLDER TO PLAY IN THE ADULT KICKBALL LEAGUES.**
5. **Games** will consist of 7 innings or a 55 minute time limit. The game clock should start with the first pitch of the game. The game official will determine the official time for starting and ending the game. When an inning has started, the inning must be completed unless the home team is on offense and leading in runs scored.
6. **Run rules** will be in effect as follows: 20 runs after four innings, 15 runs after 5 innings, or 15 runs after forty-five minutes of play. (If the home team is losing they must kick in the last inning).
 1. **Teams are limited to scoring 10 runs in one inning.** After the tenth run of the inning is scored the teams will switch sides regardless of the number of outs.
7. Games may start the game with 8 players with the missing players placed in the ninth and tenth spots in the order until the kicking. If the 9th and 10th spots are not filled they will be declared outs. When the ninth/tenth player arrives, he/she must assume the ninth/tenth spots in the order.
8. Because this a pitcher to your own team format there are no walks
 1. Defense may position a defensive play no closer than three feet from the pitcher, but not in front of the pitcher. All other infield positions must be outside the base lines prior to the kicker making contact with the ball.
9. Kickers will receive three “pitches”
 1. Foul balls on the third kick will be ruled an out.
10. **CO-ED RULES;** Co-ed teams consist of equal number of 5 men and 5 women, but can start with as few as 8 players. 5 women and 3 men or 3 women and 5 men will be legal (ninth and tenth spot in the lineup will be an automatic out). Batting order must still remain staggered male/female. The defensive pitcher and catcher must be a male/female combination. The infield must have two males and two females other than the pitcher catcher combination. The outfield must have two males and two females. In addition, all outfielders are required to remain in the outfield grass until the ball is kicked.
11. Game balls will be provided by the Parks and Recreation Department and will be brought to the field by the game official. Teams are not permitted to warm up with the game ball. Teams must provide their own practice balls for warm up purposes.

12. Drinking of alcoholic beverages by anyone connected with your team will not be permitted during your scheduled game. Violations may result in a 2-week suspension. If the violation occurs during the last 2 weeks of league play, the game may be forfeited. Game officials have the authority to remove players under the influence of alcohol for safety of the players.
13. Use of tobacco products is not permitted on the playing field. Tobacco products are only permitted outside the area of the park.
14. No infield practice on the playing field prior to your scheduled game. If games are rained out, you are not allowed to practice on the field.
15. Ejection of a player(s) from a game may result in a 2-week or 2 game suspension. If there is a Flagrant Violation, players may be suspended for the remainder of league or one year.
 1. If it is the last game of the league or season, the player(s) may be suspended for the next league or season. If playing in multiple leagues, the player(s) may be suspended, as specified above from participation in all leagues.
 1. The League Commissioner shall make decisions on all suspensions.
16. Players must wear shirts, pants or playing shorts, and shoes at all times. Athletic footwear is required. **No street shoes, boots, metal cleats or hard football type cleats can be worn in league play.**
17. Teams that are tied at the completion of seven innings of play shall continue to play extra innings if time allows. If the score is tied at the end of regulation time (55 minutes), the game will be recorded as a tie.
18. Official lineup cards must be turned into the umpire **5 FIVE MINUTES** prior to your scheduled game time. Players listed on your scorecard **MUST BE PRESENT AT THE BALLFIELD.**
19. In event of rain 3 1/2 innings or 1/2 of the playing time will constitute a game, provided home team is ahead. If games have **not** reached this point they will be replayed from the start.
 1. The score of a called regulation game (4 1/2 innings or 1/2 of the playing time) shall be the score at the end of the last complete inning.
 2. If teams are tied when an official game is called due to weather it will be recorded as a tie.
20. **KICKING AND PITCHING:** The ball cannot be kicked until it has crossed home plate or is over home plate. Kicking the ball prior to crossing home plate will result in a strike call. If it is the third strike, the kicker is out, the ball is dead and base runners may not advance. If an illegally kicked ball is caught in the air by the defense, the kicker is out, ball is dead and base runners may not advance. Kickers with two strikes are NOT allowed an extra foul ball. The next foul ball will result in an out. **BUNTING BY EITHER SEX IS NOT PERMITTED.** Kickers are allowed three rolled balls in the strike zone area. Strikes are slowly rolled balls that cross in an area 12" either side of home plate.
 1. Therefore the strike zone is 41" wide. Kickers failing to kick the ball in fair territory after three rolls will be call out.
21. **BASE RUNNERS:** Base runners may not steal, lead off, or advance until the ball is kicked. Violation of this rule will result in the base runner being called out. Base runners that are struck with a kicked ball that has not deflected off of a defensive player shall be ruled out. Base runners may not interfere with a defensive player fielding a ball. In turn, defensive players may not obstruct a base runner if they are not attempting to field the ball. These judgments will be made by the game official. Defensive players may also throw the ball at a base runner to put them out. When a base runner is struck with a ball thrown by a defensive player, the base runner is out even if the ball bounces before it hits them. When base runners are struck in the head by a thrown ball, they are not out unless they were ducking or lowering their head to dodge the thrown ball. Base runners must tag up on all fly balls that are caught. There is no infield fly rule protection for base runners.
22. Designated runners, courtesy runners, and designated kickers are not permitted in kickball.
23. The game official shall have the authority to make decisions on any situation not specifically covered by these rules. When the game starts the game official is in complete control of the game.

24. **Rain-Out number** to call after 4:00 P.M. is (831-475-3598. Please do not call before 4:00 P.M. If there is no recorded message about the games being rained out, we will intend to play them as scheduled. Rain occurring after 4:00 P.M. will delay notification on the recording. Reschedule information will be posted on the recording when possible. Reschedule information will also be posted at the capitolarecreation.com website.
25. **Protests** (on rules only) must be submitted in writing within 48 hours (Monday after Friday games) after the game to the City of Capitola Recreation Department with a \$50.00 deposit (cash or check only). Checks should be made payable to the City of Capitola. Failure to submit a written protest and check/cash within the designated 48 hours will void the protest. If the protest is upheld, the \$50.00 will be returned. If the protest is not allowed, the \$50.00 deposit will be kept by the City of Capitola. Protests must be handled as outlined in these rules. Game officials must also document protest with an explanation of the call. Signature/date/time is also necessary.
26. **Game time**, as listed on the official league schedule will be forfeit time. No forfeit shall be declared earlier than the regularly scheduled time. This penalty cannot be waived. Although the game officials will be fair, the official time is the GAME OFFICIALS TIME only.
27. In case of a tie at the conclusion of League play, the following tie-breaking procedure will be used to determine the order of finish. . Head-to-head results between teams that are tied will determine the winner. . If the teams split in head-to-head games, the run differential in those games will be used. If teams are still tied, fewest runs allowed during head to head play, fewest runs allowed in all games played. If still tied a playoff game will be scheduled by Parks & Recreation to determine the winner.
28. **FORFIET** If a team is declared a winner by forfeit, they will have use of the field for practice (EXCEPT FOR THE LAST GAME OF THE NIGHT) until 10 minutes before the next scheduled game time. Teams must use their own practice balls during this time.
29. **Dugout conduct:** This rule reflects on coaches, players, substitutes, or other bench personnel. Once a game begins, only players that are involved in the game can be outside the dugout except when the rule allows or the reason is justified by the game official. A manager walking on the field for a conference is an example of a rule allowing a coach or player on the field.