

BREWTOWN RECREATION:

COED KICKBALL RULES



SECTION 1: GAME FORMAT

- The length of the game will be 7 innings (or a maximum of 45 minutes)
- In poor weather situations, a game is considered a 'complete game' after 4 innings
- **Run Rule** – 12 runs after 5 innings

SECTION 2: ROSTER REQUIREMENTS

- Limit is 20 players (only 14 players are considered full time & eligible for championship prizes)
- Eligible Players must:
 - Be on your online roster
 - Play at least 1 regular season game
 - Only be on one roster per league night (*w/ the exception of corporate teams*)
- Roster jumping is not permitted (i.e. you cannot 'sub' for another team if you're already on a roster)
- **Corporate Roster Rule** – *a corporate team is allowed 1 male and 1 female player (employed by said corporation) on their roster, even if that player is also an active on another roster. If the teams square off, the player can only play on 1 team.*

SECTION 3: ON FIELD PLAYER ELIGIBILITY

- There should be no more than 10 players in the field
- Standard is 6 men, 4 women
- Teams are allowed to play more women than men, but the max number of men is 6
- Men cannot replace an absent woman, said team would simply have to play with a player down
- Teams are eligible to play with 8 players (2 women) or 9 players (3 women)

SECTION 4: KICKING ORDER & LINEUP

- The lineup must remain the same for the entirety of the game
- No more than 3 men can kick in a row
- Maximum number of kickers is 14
- If a team is only playing 2 women: their opponent (*if playing with 4 women*) is allowed to only kick 2 women, but still have their entire team of 10 play in the field
- If a team is only playing 3 women: their opponent (*if playing with 4 women*) is allowed to only kick 3 women, but still have their entire team of 10 play in the field
- When kicking with less than 4 women, a team is still only allowed to kick 3 men in a row.
 - In a scenario in which you only have 8, your kicking order should have the women kicking 4th and 8th.
 - If a mistake occurs and a 4th male is somehow due up next to kick, the male should stay on the bench and the next women due up should kick. After which, the male is eligible to kick and the lineup should proceed as normal.
- Unless your opponent is playing with 2 or 3 women (as per the rule above), all players in the field must kick
- **Lineup Penalties:**
 - 1st Offense: Warning
 - 2nd Offense: Automatic Out for Kicker
 - 3rd Offense: Game Forfeit
- **Playoffs** – Teams must provide a lineup card to their opponent prior to the game

SECTION 5: KICKING MOTION

- A kicker must wait for the pitch to touch any part of home plate before kicking
 - A ball that is kicked in front of home plate will be considered a strike
- A kicker must have their plant leg aligned at or behind the front of the plate.
 - If both limbs of the kicker are in front of home plate during the kick, it will be considered a strike.
- Field Conditions may void the rules above and will be left to the referee's discretion.

SECTION 6: BUNTING

- Only females are allowed to bunt
- Male bunting is prohibited
- Men are required to complete a full kicking motion
 - If a ½ kick takes place, the kick (even if it's live) will be called a strike

SECTION 7: FIELD POSITIONING

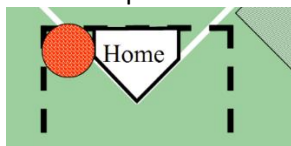
- Teams of 10 must have a player at each position (P, C, 1st, 2nd, SS, 3rd, LF, LC, RC and RF)
- When playing with 8, teams are not required to field a Catcher
- Outfielders must remain on the grass, until the ball is kicked.
- Teams are allowed to switch defensive positions in between innings (not during the inning)
- All players must stay behind the defined 'bunt line' until the ball is contacted
 - **1st Offense:** Warning
 - **2nd Offense:** Kicker is Safe
- Catchers must stand at least 1 foot from the strike zone. They are prohibited from running next to the kicker during their kicking motion. They must stay in position and not break the plane of the strike zone until the ball is kicked.

SECTION 8: PITCHING

- **Regular Season (All Teams):** Pitches must roll at a slow/medium speed.
 - *Standard Playoffs:* Pitches must roll at a slow/medium speed.
 - *Elite League Playoffs:* Pitches must roll at a medium/medium high speed.
- **Bouncing:** this technique is frowned upon, but cannot be avoided at certain fields. In the case of a bounced pitch, it must bounce at least 3 times to be considered a fair pitch. Anything less will be considered a 'ball.'
 - If the ball is rolled and hits the front of home plate causing it to bounce awkwardly at the last minute, it will be called a 'ball' unless the kicker swings at it. In which case, it'll be a live ball.
- Alternative Pitching Techniques are prohibited (i.e. side arm, curveball, bowling curve, top spin, etc.)

SECTION 9: BEHIND THE PLATE CALLS

- Kickers start with a 1:1 count
- **Strike** – a pitch that crosses home plate OR is within the new strike zone (1 ft from either side of the plate)



Strike

- Strikeout: any combination of 2 (i.e. strike or foul)
- **Ball** – a pitch that misses home plate
 - Walk: a combination of 3 balls
- **Double Kick** – a ball that is kicked and touches two parts of the kickers body (i.e. foot & knee)
 - A double kick will be considered a strike

SECTION 10: FOUL BALLS

- A ball will be immediately called 'foul' when it touches foul territory.
 - The call will stand as a 'foul' even if it rolls back into fair territory.
- If the ball hits the white chalk (beyond 1st or 3rd base), it's considered a fair ball
- If the ball directly hits 1st or 3rd base, it's considered a fair ball
- If the ball hits the white chalk (in front of 1st or 3rd base) and then rolls into foul territory, it's a foul ball
- If a defensive player makes an attempt to catch a foul ball (even if dropped) but their feet are in fair territory, it's a fair ball
- If a defensive player makes an attempt to catch a ball, but their feet are in foul territory, it's a foul ball.

SECTION 11: DEFENSIVE OUTS

- Strikeout (*as addressed above*)
- Caught Ball
- Force Out (player does not need to be tagged)
- Tag Out
- Caught Ball
- Ball Touches Player
 - Applies when player is running the base path and is hit by a live ball
 - Applies when a fielder throws the ball and hits a player
- Headshots are prohibited
 - An illegal headshot will result in the player being safe
 - Exception: when a player chooses to slide, they are essentially "giving up their body" and thus a headshot will not apply.
- There is no 'in field fly' rule; however, if a player purposely misses a pop fly to secure additional outs, the referee has the right to issue a warning or an immediate 'safe call' for the kicker – based on severity of the action

SECTION 12: BASERUNNING

- Steals & Leadoffs are prohibited
- Players must remain on the base until the ball is kicked, this includes if the kicker whiffs on a strike. If a player leaves the base early, they will be called out.
- When running to 1st, players must run straight through the base or turn to the right for the play to be 'dead' after being called safe.
 - If a player turns to the left and makes a move towards 2nd base, they are eligible to be thrown out
- **Pinch Runners** – teams are allowed 1 pinch runner per inning. Pinch Runners must stand behind the designated line with the kicker. Once the ball is kicked the "pinch runner" may advance.
 - Pinch Runners must always be the last out of the same sex.

SECTION 13: OVERTHROWS

- If a ball is thrown based the designated overthrow lines (based on the field), the runner will advance 1 base
 - If the runner (when the overthrow occurs) is already ½ way to their designated base, they will receive an additional base

SECTION 14: MONEY BALL

- Teams are allowed 1 per game and must be used by a female
- The Moneyball must be called out (and repeated by the referee to the defense) prior to the pitch
- Any runs scored with the Moneyball are worth double (i.e. a grand slam would be 8 runs versus 4)
- If the Moneyball kicker is walked, they will be awarded 2nd base and all base runners will advance two bases
- There is no penalty if the Moneyball isn't used

SECTION 15: UNIQUE RULES

- A runner is allowed to tag up immediately upon the fielder touching the ball.
 - The fielder does not need to secure the catch before the runner moves.
- A runner is allowed to tag up on caught foul balls
 - Runners cannot advance on foul balls that are dropped
- If a runner runs past the base, they must be tagged by the fielder in order to be called out

SECTION 16: RULE CLARIFICATIONS

- The captain is the only player eligible to clarify a rule with the referee
- In the case a rule clarification is required, the captain should call 'time'
- Both captains should meet at home plate to discuss the rule in question
 - All other players must remain in the field (or on their bench)

SECTION 17: BENCH WARNING

- All teams must remain in the dugout during play and/or stay behind the foul poles on their respective side
- The 'on deck' kicker will be allowed beyond the dugout
- Only 1 base coach will be permitted at 1st and 3rd base

SECTION 18: SPORTSMANSHIP (Yellow & Red Cards)

- All teams are required to abide by our standard code of conduct which consists of fair play and mutual respect of our players, fans and referees.
- In the unfortunate case this doesn't occur, teams will receive a penalty card.
- The following infractions will result in a penalty card:
 - Trash Talking of an opponent (on or off the field)
 - Berating or Swearing at an opponent, referee or fan
 - Aggressively throwing a ball at an opponent and/or a deliberate head shot
 - Aggressively arguing a call with the referee
 - Inappropriate behavior/commentary from fans towards the referee or the other team
 - Teams who receive more than 1 bench warning
 - Any player (other than the captain) questioning a rule
 - Any team/player attempting to instigate their opponent into a penalty card
 - Any other infraction deemed inappropriate by the referee
- **Yellow Card** – will be a 'warning' issued for the 1st infraction
- **Red Card** – will be an immediate ejection for any infractions beyond the 1st
- After the Yellow Card is issued, all players are eligible for ejection and no additional warnings will take place
- **2 Red Cards (same team)** – game will end in a 12-0 forfeit
- **4+ Penalty Cards (season)** – team will be ineligible for the playoffs

SECTION 19: PLAYOFF TIE BREAKERS

- The order of tiebreakers = Overall Record > Head to Head/Like Opponents > Total Runs Allowed

SECTION 20: FORFEIT RULE

- Any forfeit must be communicated 24 hours prior to game time.
- Same day forfeits will result in a \$60 fine. Fine must be paid to be eligible for future games.
- Any team will more than 2 forfeits will not be eligible for the playoffs.