

Big D Sports – Official Coed Kickball Rules

Clothing/Attire

Shirts/Jerseys: Uniforms and/or numbers are not required.

Shoes/Footwear: Shoes must be worn at all times. Sneakers and rubber-cleated shoes will be allowed. Metal screw-in cleats, open-toed, open-heeled or hard-soled shoes will not be allowed.

Pads: Pads (leg, knee, ankle, arm and/or elbow) that are worn must be soft and pliable.

Any clothing/apparel in question should be brought to the attention of the umpire. Big D Sports staff and the umpire will make all final decisions with regard to discrepancies in apparel.

Team/Player Requirements

Rosters/Player Eligibility: It is the responsibility of both team captains to maintain their respective rosters and line-ups. Big D Sports staff and the umpire will assist in any discrepancies with regards to the coed ratios and player eligibility. All roster check requests must be made to Big D Sports staff prior to the first pitch of the game.

Minimum Number of Players at Game Time: Each team must have eight (8) players, with a minimum of three (3) females, at game time.

Failure to Have the Minimum Number of Players at Game Time:

- If a team does not have the minimum number of players to begin, then the team at full strength will be awarded with three (3) runs. The team that is short-handed will have ten (10) minutes to field the minimum number of players. If the short-handed team does not have the required minimum number of players at the end of the ten-minute period, then they will have to forfeit the game.
- If neither team has the minimum number of players to begin, then the 3-run penalty will not be enforced. Both teams must field the minimum number of players within ten (10) minutes after game time. If neither team has the minimum number of players at the end of the ten-minute period, then both teams will forfeit the game. **BE ON TIME!**

The two team captains can agree to proceed with an official game if Big D Sports staff allows it. However, the team on the verge of forfeiting cannot force an official game to take place, nor is the opposing team required to allow an official game to take place. The Big D Sports staff will ultimately make this decision after talking with both captains.

Two-Up Rule (Playing Only 3 Females): If a team has at least 6 males, but only 3 females during the game, then they have two options:

- They can play 6 males and 3 females on defense. However, they must take an out every time the missing (fourth) female's turn comes up in the kicking order.
- They can play 5 males and 3 females on defense. However, they will not take an out every time the missing (fourth) female's turn comes up in the kicking order.

If both teams have at least 6 males, but only 3 females during the game, then this rule will not be enforced.

General Rules

Field of Play: Field of play will be a softball/baseball type field with 60 feet base paths.

Fair/Foul Territories: Fair territory consists of the area between (and including) the 1st and 3rd base lines. Foul territory consists of any area outside the 1st and 3rd base lines.

Game Ball: Game balls (10-inch rubber playground balls) will be provided by Big D Sports and must be used during league play.

Game Officials: At least one (1) umpire will be provided by Big D Sports to officiate and enforce the rules of the game. The umpire's responsibilities include:

- Starting the game on time
- Announcing the top and bottom of each inning
- Calling and tracking the number of pitches for each kicker.
- Calling base-runners either 'safe' or "out" on the field of play.
- Settling disputes and disputed calls

All umpire's judgment decisions are final. Any excessive player disagreements with the umpire will result in an ejection from the game (and/or league), if deemed necessary.

Scorekeeping: It is the responsibility of both team captains to help keep track of their scores. Big D Sports staff and the umpire will assist in the tracking of scores and any discrepancies with the scores. The game's final score must be verified by both team captains with Big D Sports staff at the end of the game.

Game Duration: A regulation game will be seven (7) innings, or end after 45 minutes. The 45-minute game clock shall begin after the coin toss. No new inning will start after the 45-minute game clock has expired. However, the game will conclude after the final out of the current inning.

Coin Toss: The team that wins the coin toss will decide to start the game fielding (as the "home" team) or kicking (as the "visiting" team).

Run Limit (Per Inning): Each team has a six (6) run limit per inning (for Innings 1 through 4). When a team scores 6 runs in those designated innings, then the teams switch, regardless of the number of outs. However, unlimited runs may be scored (in Innings 1 through 4) if one of those innings is declared the final inning of the game (based on time). There are unlimited runs for Innings 5 through 7, until a team gets their third out.

End of Game: The team with the higher score at the end of regulation wins the game. The game officially ends.

Ties: If the score is tied at the end of regulation during the regular season, then the game will officially end in a tie. Extra innings will not be played.

Mercy Rule: The game officially ends, and a team wins if they are ahead by:

- 12 runs after 4 complete innings, or
- 10 runs after 5 complete innings

Forfeits: If a team forfeits a game due to no-showing or not having the minimum number of players, then the opposing team will be awarded a 10-0 victory.

Suspended Play: Big D Sports staff and referees may temporarily halt the game due to inclement weather, unsafe field conditions and/or hostile circumstances. The staff and referees may resume the game if conditions improve within a reasonable amount of time. If the game doesn't resume, then:

- The game will be suspended and resumed at a later date (if the game was halted before the end of the 4th inning). Staff will record the following information:
 - o Team scores
 - o Kicking team
 - o Current half of the inning
 - o Outs
- The game may officially end (if the game was halted with at least four innings played). The score will be considered "official and final".

Fielding Rules

Players on the Field: The fielding team must have ten (10) players, with a minimum of four (4) females, on the field of play. The fielding team may not play more than six (6) males on the field at any time. Fielding positions are not gender-specific. For the kicking team, a 1st base and 3rd base coach is allowed. The next kicker up can be position in the on-deck circle. It is suggested that all other players from both teams need to be in their respective dugouts. If the umpire believes a ball was interfered with due to players outside of their respective dugouts, a "dead ball" will be called. *Defensive Dugout Interference* results in runners advancing one (1) base from where dead ball was called. *Offensive Dugout Interference* results in runners returning to the last successful base reached prior to the dead ball being called.

Catcher: The fielding team must play a catcher at home plate. The catcher can stand behind or on either side of the kicker's box. The catcher cannot advance up the 1st or 3rd baseline (past the front of home plate) until the ball is kicked. The catcher must not interfere with the kicker's ability to kick the ball or advance to 1st base. *Catcher Interference* shall result in the kicker being awarded 1st base and all other base runners advancing one (1) base.

Infield/Outfield Line: The "infield/outfield line" will be designated as where the infield-dirt and outfield-grass meet. If there is no clear "infield/outfield line", then the umpire will designate a line (approximately 10 paces) beyond the bases to act as the "infield/outfield line".

There can be no more than six (6) fielders on the infield at any point before the ball is kicked. Any fielder that starts in the outfield cannot enter the infield until the ball is kicked. The first violation of this rule will be a verbal warning to the defensive team and the kicker will have the option of re-kicking (without a losing a kick attempt). Subsequent violations will result in the kicker being awarded 2nd base.

Infield Courtesy Line: The infield courtesy line runs from the 1st base bag, over the pitcher's mound, to the 3rd base bag. All fielders (including the defensive "pitcher") must remain behind the courtesy line until the ball is kicked. Violation of the infield courtesy line by the fielding team will result in a re-kick if the kicker is ruled "out" on the play where the violation occurred.

Self-Pitching Rules

Self-Pitch: The offensive pitcher will pitch/roll the ball (behind the infield courtesy line) to his/her own teammate at home plate.

Offensive Pitcher's Duties: The offensive pitcher will not play defense and must make an attempt to avoid a ball kicked in his/her direction. If the offensive pitcher does not make an attempt to avoid the

kicked ball (in the eyes of the umpire), then the kicker will be ruled “out” and all base runners must return to their original base before the ball was put into play.

Offensive Pitcher’s Turn to Kick: When it’s the offensive pitcher’s turn to kick, a teammate (that is not kicking or on-base) must pitch. The original pitcher cannot resume pitching duties until he/she is called “out”, has scored or the inning ends.

Kicking Rules

Kicking Order/Lineup: The kicking order must follow these guidelines:

- The team must alternate between males and females throughout the kicking order.
- The males must follow the same order among the other male teammates (Male Lineup)
- The females must follow the same order among the other female teammates (Female Lineup)

In the 1st inning, the kicking team may lead off with either a male or female kicker. After that, kicking order guidelines must be followed throughout the game. A team is allowed to have females kick back-to-back (if they choose to) without penalty. Males are never allowed to kick back-to-back, unless the missing fourth girl (an automatic “out”) is between the two males.

Male Lineup	Female Lineup
1. John	1. Jill
2. Michael	2. Amy
3. Andrew	3. Susan
4. Jake	4. Candice
5. Peter	5.
6. Ed	6.
7.	7.
8.	8.
9.	9.
10.	10.

If John is starting the game as the leadoff kicker, then the kicking order would be as follows: *John, Jill, Michael, Amy, Andrew, Susan, Jake, Candice, Peter, Jill, Ed, Amy, John, Susan, Michael, Candice, Andrew, Jill, Jake, Amy, Peter, Susan, Ed, Candice,...*

“Batting the Bench”: Teams may “bat the bench” (where every player in attendance may kick in the lineup). A kicker is not required to play defense. However, all fielders on defense are required to kick.

Legal Kicks: All kicks must be made by foot or any part of the lower leg below the knee.

Number of Pitches (“Kicker’s Count”): Each kicker gets three (3) pitches/attempts to kick the ball into fair play. A ball that is not kicked, is kicked illegally or is kicked into foul territory counts as a pitch. If the ball does not go into fair play after 3 pitches, the kicker is called “out”.

Kicker’s Box: The kicker’s box shall extend 4 feet on either side of home plate. The kicker can only put the ball into fair play while their plant (non-kicking) foot is in the kicker’s box. If a ball is put into fair play and has been illegally kicked (plant foot outside of kicker’s box or ball kicked from above the knee), then the umpire will drop the penalty flag and allow the play to be played out. Once the play ends, the fielding team will have the option of keeping the result of the play or requiring the kicker to

re-kick. The re-kick will count against the “kicker’s count”. If a penalty flag is thrown on the 3rd pitch, the fielding team can take the result of the play or call the kicker “out”. If the kicker is called “out”, then all base-runners must return to their original base (before the ball was put into play).

No-Bunt Area: The no-bunt area extends 30 feet away from home plate and is between the 1st and 3rd baselines. All balls that are kicked must travel beyond the no-bunt area. The kicker will be called “out” if a fielder cleanly fields the ball (on the first touch) within the no-bunt area. If the kicker is called “out”, then a “dead ball” is called and base-runners must return to their original base (before the ball was put into play). If the fielder fails to cleanly field the ball in the no-bunt area, then the ball is considered “live”.

Ball Puncture during a Kick: In the rare instance that a ball is punctured during a kick, there will be a re-kick.

Ball Puncture during Plays on the Field: In the rare instance that a ball is punctured during the field of play, the fielder must notify the umpire immediately and a “dead ball” will be called. Runners on the base paths must go back to the last base that he/she touched.

Ball Kicked into a Tree (Tietze Park - Left Field Baseline): If the ball is kicked into the tree in foul territory, then it will be called a foul ball. If the ball is kicked into the tree in fair territory, then a “dead ball” will be called and there will be a re-kick. The re-kick will not count against the “kicker’s count” and all base-runners must return to their original base (before the ball was put into play).

General Gameplay

Scoring: A base-runner scores a run by touching home plate. A run is not scored if the third out results in the kicker or a base-runner being forced out.

1st Base/Safety Bag: There will be two bags at the 1st base position: a white bag (1st base) in fair territory and an orange bag (safety bag) in foul territory. On force-out plays at 1st base, the kicker has the right to the orange bag and the fielder has the right to the white bag:

- The fielder must use the white bag to make the out.
- If the fielder uses the orange bag, then the kicker will be called ‘safe’.
- If the kicker uses the white bag, then the kicker will be called “out”.
- If the fielder crosses into the base path for any reason (including an attempt to catch a wayward throw) and inhibits the kicker from taking a clear path to the orange bag, then the kicker will be called ‘safe’ for defensive interference.

If there is not a force-out play at 1st base, then the kicker may use the white bag.

Fair Balls: A fair ball is defined as:

- A kicked ball that touches and stays in fair territory
- A kicked ball that touches fair territory, and goes into foul territory after passing 1st base or 3rd base
- A kicked ball that touches foul territory, but goes into fair territory before passing 1st base or 3rd base.
- A kicked ball (in fair territory) that touches a player before going into foul territory

Foul Balls: A foul ball is defined as:

- A kicked ball that touches foul territory without going into fair territory
- A kicked ball that touches fair territory, but goes into foul territory before passing 1st base or 3rd base.

- A ball is “double kicked” or touches the kicker a second time (while in the act of kicking). The umpire will call a dead ball and a fielder will be unable to catch it for an out.
- A kicked ball that hits a backstop, a tree (or anything extraneous to the playing area) before going into fair territory

Outs: An out will be called in the following situations:

- The kicker does not put the ball into fair play after 3 pitches
- A foul ball goes above the kicker’s head and is caught in the air (in the field of play) before touching any part of the fence or ground
- A kicked ball is caught in the air before it touches the ground
- A force-out is called at a base before the base-runner reaches that base
- During a force-out play, if the fielder is making contact with the base, he/she must demonstrate complete possession of the ball.
- A fielder hits a base-runner (from the shoulders or below) with the ball while he/she is off base
- A kicked ball hits a base-runner in fair play (while he/she is off base or is forced to run off base). The base-runner will be called “out”, the kicker is awarded 1st base and all other base runners must return to their original base.
- If a kicker overruns 1st base and makes an attempt toward 2nd base and the kicker is hit with the ball before getting back to 1st base
- A fielder cleanly fields the ball (on the first touch) in the no-bunt area

Infield Fly Rule: The traditional infield fly rule found in baseball and softball is not in effect. However, if the umpire believes that a fielder intentionally drops a fly ball, then a “dead ball” will be called. The kicker will be called ‘safe’ and all base-runners will advance one (1) base.

Live Ball/Dead Ball: The ball is live at all times until ‘time’ or “dead ball” is called by the umpire. ‘Time’ will be called by the umpire when a fielder has controlled the ball in the infield and all base-runners have reached (or retreated back) to their respective base and can no longer advance. Any contact with a live ball during the course of play (by the base-runner) is an out.

Out-of-Play Balls: All thrown balls are deemed “out-of-play” when:

- The ball is thrown over the fence
- The ball is thrown beyond the fence (or “no complete” fence at the park)
- The ball is thrown or carried beyond the imaginary line (if there is no fence) extending from the end of the backstop. This imaginary line also applies to overthrows and caught foul balls

On balls that are ruled “out-of-play”, the base-runners are granted the base he/she were going to (at the point of the throw), plus one (1) additional base. In cases where a base-runner runs past 1st base, he/she must have clearly made an aggressive turn towards 2nd base, in order to be granted 2nd base and 3rd base during an out-of-play scenario. If the ball is overthrown and hits the fence behind the 1st or 3rd base lines, this is not considered “out-of-play” and the base-runners may advance (at their own risk).

Throwing the Ball at a Base-Runner: If a fielder attempts to throw the ball at a base-runner for an “out”, then the ball must hit the base-runner on the shoulders or below. If the ball hits the base-runner’s head, then a “dead ball” is called and all base-runners advance two (2) bases from the last successful base reached. This penalty will not be enforced if:

- The base-runner attempts to slide (or duck) and is hit in the head with a ball that was intended for the shoulders or below.
- The ball bounces off the ground or off of another player and then hits the base-runner in the head.

Leadoffs/Stealing: Leading off a base or stealing a base is not allowed. Base-runners can leave the base once the ball is kicked. If it is determined that a base-runner leaves their base early before the ball is kicked into play, then a “dead ball” will be called and the base-runner is called “out”. If this is the kicking team’s 3rd out of that inning, then their kicker at the plate will be the first kicker in the next inning.

Tagging Up: The base-runner must retouch or remain on his/her original base, until after the ball either lands in fair territory or is first touched by a fielder. The base-runner must tag up (go back to their original base) when a fly ball is caught in flight by a fielder for an “out”. If the base-runner successfully tags up, then the base-runner may advance (at their own risk) when a fly ball out is caught. If the base-runner fails to tag up on a fly ball out and the fielder completes a force-out at the base-runner’s original base, the base-runner is called “out”.

Fielder’s Obstruction: A fielder may not block the base path (or block/stand on a base) for an incoming base-runner, unless he/she is there to make the force-out or tag-out play. The base-runner will be ruled “safe” if he/she would have reasonably reached the intended base safely.

Base-Runner’s Interference: A base-runner may not disrupt or interfere with a fielder making a play on the ball. This includes sliding to “take out” a fielder, throwing their hands up, or interfering by any other means with a fielder’s ability to make an “out”. A “dead ball” is called with the interfering runner **and/or** the intended targeted runner being ruled “out”. All other base-runners must return to the last base that he/she touched, prior to the interference.

Base Coaches: The kicking team is allowed to use 1st and 3rd base coaches. These coaches are to stand in foul territory in the designated coach’s box. Base coaches must attempt to move out of the way of a play in their area. If, in the eyes of the umpire, a base coach is found to have interfered with a play, an “out” will be awarded to the defense. This includes, but is not limited to, inhibiting a defender from pursuing a foul ball or touching a base runner during a live play.

Courtesy Base-Runner: A courtesy base-runner can only be used if a base-runner is injured during the play. The courtesy base-runner will be designated as the previous kicker (of the same gender) that is not on base. The injured base-runner may return to the game if he/she is cleared to play by the umpire. A courtesy base-runner cannot be used to replace a base-runner based on speed (or athletic/base-running ability). A violation of this rule will result in an “out”. Also, a courtesy base-runner is not allowed for a kicker at home plate.

Excessive Contact: Big D staff/officials will closely watch base-runners and fielders that engage in excessive contact. Any excessive, unnecessary contact or collisions will result in an out and/or ejection. This includes contact with the catcher (or fielder) at home plate. Sliding is allowed by the base-runner. All plays at home plate require the base-runner to either slide or bail out to avoid contact. Any sliding into a base to break up a double/triple play, or any intentional interference (in the eyes of the umpire) with the fielder, then all base-runners may be called “out”.

Playoff Procedures

Player Eligibility: To be eligible for playoffs, players must:

- Be listed on one (1) official team roster. A player cannot be listed on more than one (1) official roster.
- Played with their official team for at least one (1) regular season game.
- Signed the team’s official roster sheet.
- In good standing (no league suspensions or expulsions)

Players in the league can be on one team's official roster and may sub on other teams in the same division during the regular season. However, if a player's official team does not make the playoffs, then that player is not eligible to play with the playoff team(s) that he/she subbed with. Big D staff and opposing team captains have the right to verify player eligibility by requesting a roster and ID check.

Game Duration: Playoff games will follow the seven (7) inning and 45-minute time format, like in the regular season. However, the championship game will not institute the 45-minute time format.

Coin Toss: During playoffs, there is no coin toss. The higher-seeded team has the choice to start the game fielding (as the "home" team) or kicking (as the "visiting" team).

Extra Innings in Playoffs: Ties at the end of regulation during the playoffs will result in an extra inning.

- **Coin Toss in Extra Innings:** There is no coin toss. The team that kicked first to start the game will kick first in the extra inning.
- **Base-Runner on 2nd Base:** Each team will start off with a base-runner on 2nd base when it's their time to kick during an extra inning. The kicker (or base-runner) that was called for the 3rd out from the previous inning will be designated as the starting base-runner.
- **Number of Pitches:** Each kicker gets **one (1) pitch** to kick the ball into fair play. If the ball does not go into fair play after 1 pitch, the kicker is called "out".
- **End of an Extra Inning:** The team with the higher score at the end of the extra inning wins the game. If the score is still tied, then an additional extra inning is played.