

## Fulton Parks & Recreation Co-Ed Kickball Rules

1. Teams are composed of **12 total players** (co-ed must have a minimum of **4 females** who play in the field and are in the kicking line-up).
2. Teams are allowed a maximum of **9 players** in the field and they must fill the following positions: Catcher, Pitcher, 1<sup>st</sup> Base, 2<sup>nd</sup> Base, Short Stop, 3<sup>rd</sup> Base, 3 outfielders.
3. Defensive players may not move in front of the pitching mound until the ball is kicked.
4. The defensive team may be set up in any order the team wishes (guys and girls in either the infield or outfield).
5. Teams may have 3 designated hitters (kickers) of any gender, but can only have a **maximum of 7 males** in the kicking line-up.
6. Kicking order must always alternate gender, **when possible**.
7. Umpire will provide team captain with an official line-up/score card that will need to be completed prior to game start time and turned back into umpire. Both team captains will be required to sign official line-up/score card at completion of game for game to count toward standings.
8. Game time is forfeit time! A team may start with 8 players (4 must be female).
9. A half inning will consist of 3 outs. A game will consist of 8 innings or 50 minute time limit.
10. Equipment:
  - a. Ball: a 10" rubber ball. Game ball will be provided by the Parks and Recreation Department
  - b. Team uniforms: It is recommended that teams have matching jerseys with a number on the back
  - c. Jewelry: No jewelry, other than wedding rings, will be allowed to be worn while playing.
  - d. Shoes: Shoes with metal spikes or cleats or steel-toed shoes are prohibited.
11. The offensive team, team at kick, will supply the pitcher. There will be one pitch unless it is fouled off, then the kicker will receive another pitch. If fouled off again, the kicker will be out.

**Outs:** A player will be ruled out if he/she: 1) Kicks 2 foul balls, 2) Fails to kick a pitched ball, 3) Kicks a pop-fly that is caught, 4) Is hit by a ball, below the shoulders, prior to reaching a base, 5) Is thrown out at base in a force out situation. 6) Is hit by a kicked fair ball while not on base. 7) Is off the base prior to the ball being kicked (leading off or attempting to steal).

A runner hit in the head while in a normal upright running position will be declared safe & awarded an extra base.

**EXCEPTION:** a player who is not in a regular standing/running position and is hit in the face/head will be ruled out! (Example: bending down to avoid getting hit or the runner falling down) or if the ball hits the ground first and then hits a player's head, the player will be called out.

12. Home/Visitor will be decided by a coin toss conducted by the event supervisor or umpire.
13. The event supervisor or umpire for the game will make the final decision on all issues on the field.
14. There will be no infield fly rule.
15. With the exceptions listed on the rule sheet, ASA softball rules will govern this event.
16. While attempting to kick the ball, the kicker must not step on or past the 15 foot arc line in front of home plate, prior to making contact with the ball. Stepping on or over the line will result in kicker being called out.
17. A runner, who leaves the base before the pitch reaches home plate or is kicked, is out and the ball is dead. Leading off and stealing bases between pitches is not allowed.
18. There will be no mercy rule.
19. Shoes must be worn by all players. No metal spikes are allowed.
20. Bunting will be permitted.
21. Any player that is not on a roster and plays in a game, will cause that team to automatically forfeit any games that individual played in.
22. Injured Runner: If an accident to a batter-runner or base-runner prevents him/her from proceeding in the game, a substitute runner of the same gender will be permitted. If no substitutes are available, the player of the same gender who made the last out will run.
23. The person pitching the ball must remain within 3 feet of the pitching plate at all times can not make contact with a live ball or interfere with a play. Penalty: Incidental Contact/Interference = Kicker will kick again, Intentional Contact=Kicker is out, all runners will return to previous base.
24. Unsportsmanlike conduct will not be tolerated and can result in player ejection or forfeiture of the game. Multiple infractions can result in the team being removed from the league.
25. Players can only play / register for one team, per division, per season. If a player quits one team he/she cannot play for another team until the following season.
26. Play will be considered dead once the defensive pitcher has possession of the ball in the circle **and** the umpire has called time.
27. TIE-BREAKER RULE: Each half inning will start with the bases loaded and one (1) out. Each team will continue the kicking order from the previous inning, with the three (3) previous kickers occupying the bases in any order. The game will continue until home team has kicked last and a winner is determined.