

Hendersonville Parks - Adult Co-ed Kickball Rules

I. Field/Equipment/General

- Basepaths are 60ft.
- Game balls (8.5inch) will be provided by Parks and Recreation Department
- Metal spikes are NOT allowed – 1st offense team warning, 2nd offense player ejection
- Run Rule: 20 after 3, 15 after 4, and 10 after 5.
- For the 6:30pm game only – there will be a 15-minute grace period to start the game – the time will be taken off the game time but will not be considered a forfeit until 6:45. Teams must report to the field for scheduled games with the exception of the “Call in Forfeit Rule”. If a team calls into the office and forfeits in advance, a representative of the parks department will contact a coach for the opposing team to inform them that they do not need to show up at the field. If a team forfeits in advance and the games are rained out then they will not count as losses and be rescheduled with the rest of the rained-out games that evening.
- Start with 0-0 count (After the kicker has 2 strikes then he/she will be allowed a foul ball without being called out, on the second foul ball with two strikes the kicker is out.)
- Score-sheets – email scores to ibiggerstaff@hvilletn.org or call the office 822-3898 the next day by 9am.
- Uniforms – matching shirts with permanent, visible numbers (same base color and matching secondary color).
- Rosters are due before the second week of the season.
- No courtesy runners.
- You can borrow players from other teams until the tournament. Players must play on their original team for the tournament.
- Must be 16 years old to play. Any 16 or 17 year-olds must have parent approval.

II. Regulation Games

- A regulation game consists of 7 innings or a time limit of 1 hour.
- Home team is determined on game schedule
- A game is considered official after 4 full innings or 45 minutes have been completed.
- If tied after 7 innings or an hour – will use the international tie breaker (last kicker starts at 2nd base and no outs)
- Both teams will use the same kickball during the game.

III. Pitching/Strikes/Balls/Fielding/Outs/Foul Balls/Overthrows

Pitching:

- A legal pitch must be underhand and no higher than 6 inches in height from the bottom of the ball as it enters the kicking box.
- Sidearm or overhand pitching is not allowed.
- The pitcher must pitch from the pitcher's box.
- The ball must bounce a minimum of two times or roll prior to entering the batter area.

Strikes:

- A strike consists of a ball that is rolled from within one foot of either side of home plate.
- Any ball that is kicked into foul territory is also considered a strike.
- Kicking and missing the ball constitutes a strike, regardless if any contact was made with the ball.

Balls:

- A ball shall be called on anything that does not pass from within one foot on either side of home plate.
- A pitch must be no higher than 6 inches from the bottom of the ball as it enters the kicking box, or the result shall be called a ball.
- If you walk a male kicker to get to a female kicker. The male will advance to second base and the female has the option of kicking or advancing to first base.

Fielding/Defense:

- Diagonal Base Attack line is defined at the line stretching diagonally from first to third base.

Female Kicker – No player may cross the Attack Line prior to a female batter making contact with the ball.

Male Kicker – Player may cross the attack line once the ball leaves the pitcher's hand.

- Defense: Shall include 2 males and 2 females in the outfield, 6 infield positions (1st, 2nd, 3rd, SS, P, C) - 4 males and 2 females. Anyone in the dugout can play defense at any time.

-Line in the outfield: Outfielders must stay behind the line until the ball is kicked. If violated the offense has the option to take the result of the play or a ball on the kicker.

-Encroachment across the Attack Line - kicking team can take result of play or a ball on the kicker.

-The catcher must remain behind the batter until contact is made.

Infield Fly Rule:

- With less than two out and runners on first and second or first, second, and third a ball kicked in the air and the defense (infielder) is able to make a reasonable play on the ball an "Infield Fly Rule" call will be made. The batter will be deemed out and runners may advance at their own risk.

Kicking/offense:

-Lineup card/sheet must be given to the umpire and all offensive changes must go through the umpire.

-The ball must be kicked with the Foot or Leg.

-The ball must be kicked at or behind home plate. A strike will be charged if the ball is kicked in front of home plate and the batter was not put out. The strike will not be called until the umpire declares the ball dead.

- Teams may begin play with either 9, 10, 11 or 12 players. If a player is injured, and a team does not have a sub, the spot is skipped in the kicking lineup, with no out.
- If playing 9, minimum of 4 girls kicking. If playing 10, minimum of 4 girls kicking. If playing 11, minimum of 5 girls kicking. If playing 12, minimum of 6 girls kicking.
- Teams may play with 9 players (minimum of 4 girls). Teams can never go below 9 players to start/finish a game.
- If starting with 9 – do not have to take an out in the 10 spot.
- Line-ups: Must alternate sexes in batting order when possible. Of the 10 people on the playing field, minimum of 4 must be women.
- If batting more than 12, lineup must still alternate M/F.
- Bunting is allowed.
- If a bunt is fouled back to the catcher and caught it must be over the kicker's head to be an out.

Running:

- Leading off and stealing are not allowed. Any runner ruled off the base when the ball is kicked is out.
- Sliding is legal.
- Runners can tag-up once first contact is made by the defensive player.
- Balls thrown at the base runner must be below the shoulders. Any head shots result in advancement by the runner receiving the base they are going to.
- Any intentional hitting of the ball with the head by a runner will result in an out.
- If the runner slides, jumps, or ducks to avoid a ball, this does not count as a head shot and runner will be safe or out depending on the umpire's call of the play.
- Intentionally kicking the ball out of play by the kicker or runner after the out shall result in a dead ball.

Lineups:

- Make sure you have your lineups ready at the start of the game and if you sub during the game tell the umpire and he can tell the other team. The umpire should only be notified of substitutions for the kicking order. A player may play in the field but not kick.
- Re-entry Rule Clarification – Any player may be substituted for or replaced, and re-enter provided the players occupy their same batting position in the batting order. The starting player and their substitute may not be in the line-up at the same time. This applies to the kicking order. Players may rotate on defense as they want without changing the kicking order.