

# COED KICKBALL RULES

## TEAM MANAGER

One person designated as team manager (or their appointed assistant) shall be present at all games involving their team. This person is responsible for the conduct of their team. They shall see that their team is ready to play on time, hustles on and off the field, and shall act as spokesman for their team in all discussions. The manager must run their team, having full control over ALL of their players.

## CONDUCT

Each team manager, coaches and players shall display good sportsmanship at all times. Fighting, arguing, abusive language or swearing will not be tolerated in these leagues. Team members who cannot abide by these rules may be excluded from play.

## NO DRINKING, SMOKING OR DRUGS

No team member shall drink, smoke or use any drugs on the playing field or in the dugouts at any time. Violation of this rule will result in automatic forfeiture of the game and can result in the entire team being dropped from the league without a refund. This rule also applies to conduct in the stands by fans supporting or associated with certain teams. Absolutely NO alcoholic beverages in the stands or on the field. NOTE: Any participant who, in the judgement of the umpire, is under the influence of alcohol or drugs will not be allowed to participate.

## TEAM ROSTERS

Each team must submit a team roster to the Parks and Recreation Department. Every player must be listed on the roster to be eligible to play. DESCRIPTION OF PLAYER: One who is 18 years of age or older. **Rosters must have a minimum of 9 players and a maximum of 16 players.** Rosters will be open during the first week of league play for teams to sign on additional players or make changes. All such additions or changes must be approved by the Parks and Recreation Department Field Director. No additions or changes may be made to any team after the second week of league play.

## ILLEGAL PLAYERS

Teams using an illegal player will forfeit the game played by that player and the team may be dropped from the league. (Illegal players must be reported to the Field Director within six (6) business days after the incident occurred in order for the forfeit to go into effect).

## MINIMUM PARTICIPANTS

**While 9 players are required for a team (5 males and 4 females), the minimum required without forfeiting a game is with 8 eligible players, though at no point can there be more than 5 males on the field. Please refer to Line-up and Defensive Positions below for more detailed information.**

## TIE GAMES

In case of a tie, teams completing six or more innings within the time limit will be allowed to play one extra inning. After this extra inning has been played and teams are still tied, games will count a ½ game won and ½ game lost. Any game that has not completed six or more innings at the end of the time limit, providing four innings have been played, will be called and count as ½ game won and ½ game lost.

## GAMES

Games will have a 1 hour time limit. There will be no new inning after 55 minutes. Forfeit time will be 10 minutes after game time as printed on schedule. Teams not able to field eight players by that time will forfeit. A team may be dropped from the league without refund if it forfeits more than once during the season.

## OTHER

Game Ball – when kicked into stand or out of ballpark (during a game), a different ball must be used until the other ball is returned to umpire. The game shall not be held up waiting for the ball.

## PLAYING RULES

The official rules of the City of Manhattan Beach will govern all play.

## LEAGUE RULES

1. There is a zero tolerance alcohol policy at the fields. As team manager, make it clear to your teammates not to bring any alcohol to the games. Do not jeopardize your team's status in the league. Violation of this rule will result in automatic forfeiture of the game and can result in the entire team being dropped from the league without a refund. This rule also applies to the conduct in the stands by fans supporting or associated with certain teams. Again, absolutely NO alcoholic beverages in the stands or on the field.
2. Umpire and/or league director reserves the right to make changes or adjustments in the interest of fair play.
3. Shoes: Players are required to wear tie-type shoes that cover the entire foot. Loafers or slip-on shoes, bare feet, and metal cleats will not be permitted.
4. A regulation game shall consist of seven innings, unless the home team scores more runs in six innings than the visitors have scored in seven innings or the score is tied when the time limit expires (one hour). A ½ inning will consist of three outs defensively or five (5) runs offensively (only 5 runs can be scored per ½ inning). In case of a tie, teams completing seven innings within the 55-minute time limit will be allowed to play one extra inning. After this extra inning has been played and teams are still tied, games will count ½ game won and ½ game lost. **It is the responsibility of team managers to verify the inning, time and the score with the umpire.** The final inning is declared at 55 minutes. The decision of the umpire is final. No new inning will begin after 55 minutes into the game.
5. Line-up and Defensive Positions: **Players must alternate male and female in kicking order throughout the line-up. The infield positions may be in any order, as long as there is an equal amount of male and female players. If a team is short by 1 female, they must resort to 3 outfielders, with a female playing center and males in left and right field. There is no rover position if a team only has 9 players. The "extra" male player must play catcher. If a team has 8 players, they must play 3 in the outfield (male-female order and no rover) and 5 in the infield with no catcher. If a catcher position is used, they must be male. Any team less than 8 players will forfeit that game.**
6. Outfield Positions: **All three outfielders must stay at least 160 feet from home plate until the kicker kicks at the pitch. Penalty: Kicker will be awarded first base. Each foul ball line will have a mark showing this distance. The rover may be in any place on the grass of the outfield or must remain 10ft. behind a base until the ball is hit. The rover may not be on the receiving end of plays made at 2<sup>nd</sup> base (making put outs, or force outs). The rover or outfielder may not catch a fly ball on the dirt. An illegal catch will result in all runners advancing one base.**
7. Sliding Rule: No sliding and/or contact with fielder. Penalty – Runner is declared out. For the purpose of safety, base runners are allowed to overrun all bases without a penalty (example: running through 1<sup>st</sup> base). However, if the base runner makes a turn advancing toward the next base, he or she may be tagged out.
8. Balls kicked fairly out of the park are automatic homeruns.
9. If a male kicker is walked for any reason regardless of the ball strike count, he advances to second base. The female kicker who follows him has a choice of being automatically walked to first base or batting.
10. All plays at home plate are force outs: No tag necessary.
11. A male player may not take obvious defensive plays from female players fielding their positions, e.g. the pitcher may not make the tag play at home plate in lieu of the female catcher. The rule's intent is to involve the female player ("Let the girls play the game"). Penalty: The runner will be declared safe.
12. Infield Fly Rule: The infield fly rule will be called by the umpire if the ball is popped up in the infield while a runner is on base and there are less than 2 outs. This is to prevent intentionally dropped balls in order to create a double play.
13. Players in the field are allowed to kick the ball (as opposed to throwing) towards another team player in the field. This is helpful if you have a long throw from the outfield.
14. **For female batters, the pitch must roll slowly through the duration of the pitch from start to finish. Male batters may have some bounce in the pitch style. If there is bounce, the pitch must bounce twice before crossing the front line of the strike zone.** The pitch count starts at 0-0. The strike zone extends to 1 foot on both sides of home plate and 1 foot high. If the bottom of the ball is 10 inches or higher as it crosses the plate, it will be considered a ball. If the ball falls short of the plate and does not cross over, it will be called a ball. If a pitched ball touches any part of the white lines that indicate the strike zone, the pitch will be considered a strike. The pitcher must stay within the pitcher's circle until the ball is kicked. Failure to do so results in a ball.
15. Field players are allowed to throw the ball at a runner to try and record an out. If the runner is hit below the shoulders before reaching the next base, the runner is declared out. If a player intentionally throws at the head of another player they will be warned and/or ejected based on the umpire's call. If a player ducks intentionally to be hit above the shoulders they will be called out.