

ADULT Co-Ed KICKBALL RULES

JUNEAU RECREATION DEPARTMENT

The following rules are set to be followed by all teams. Rules may be added, removed, or adapted at any point by the Juneau Parks and Recreation Department if deemed necessary. Any rule changes will be announced and sent out to all teams in the league.

PLAYER RESTRICTIONS

All players must be 18+ years of age in order to play in the Adult Co-Ed Kickball League. Questionable players will be asked to show proof of legal age via their ID. All players must be on the team roster that was submitted to the Juneau Recreation Department. No new players can be added after the 6th week of games.

PLAYER IN-GAME REQUIREMENTS

Teams must play with a minimum of 6 players on the field at all times and a maximum of 10 players. Teams unable to field at least 6 players within 5 minutes after the scheduled game time will have to forfeit their game. Co-Ed teams must follow the -1 girl to guy ratio to be in legal playing requirements. For example, teams can play with 5 girls and 5 guys, or 4 girls and 5 guys, so long as it follows the -1 ratio. Co-Ed teams can play with more girls than guys if wished.

INCLEMENT WEATHER

It is up to the teams to regularly check their emails and the Juneau Recreation Department's social media pages for any weather cancellation updates. Once games have been started, staff will monitor weather and playing conditions in order to determine if play will need to be suspended and/or games postponed.

GAME RESCHEDULING

In the event of inclement weather or any other event that causes games to be postponed, the Recreation Department will make every effort to reschedule. In the event of multiple cancellations, the Recreation Department reserves the option to shorten the regular season and/or the playoff schedule.

FORFEITS

If a team is short the minimum number of players to play a regulation game (see PLAYER IN-GAME REQUIREMENTS above), the game will be ruled a forfeit. A forfeit will count as a loss for the team forfeiting and be recorded as a 0-10 score. Teams forfeiting multiple games per season are subject to removal from the league with no refund at the discretion of the Recreation Director. Teams may still play an exhibition game during the scheduled time if wanted, but the scores will not be recorded.

SPORTSMANSHIP

Teams are expected to show good sportsmanship to all other participants. Any player or team who is deemed to be excessively competitive and/or overly aggressive may be given warnings and/or removed from the league.

GAME FORMAT

Games will be 1 hour or 7 innings max—whichever comes first. The home team will always get a chance to kick last if down in score. No new top inning will start if 50 minutes have already elapsed. Each game will have a Home and an Away team, determined by the posted schedule. The away team will kick first and the home team will always kick last for the game. The Home team for playoffs will always be the higher seed.

TEAMS

Teams must follow the league requirements for all games(see PLAYER IN-GAME REQUIREMENTS for more). Co-Ed teams must follow the -1 girl to guy ratio. Teams are not required to have the same amount of players on the field as their opponent does. One team can have 6 players while the other has 10. Although matching team uniforms are not required, it is preferred that teams wear the same/similar colors to help distinguish which player is on which team.

EQUIPMENT

A 10" game ball will be provided by the Juneau Recreation Department. All players must wear shoes and can be cleated as long as they are plastic. NO METAL CLEATS ALLOWED. Players may wear protective equipment such as gloves, facemasks, knee pads, etc.

OFFICIATING, CALL DISCRETION, & RULE ENFORCEMENT

All Adult Kickball games will be self-officiated to keep the cost of the program more affordable for teams. It is important that all players have an understanding of the rules before the first game. Games are to be called fairly and honestly by both teams. If there are discretions in calls, team captains may discuss and come to an agreement for the call and/or replay the play. If there are multiple discretions per game and/or a team is making unfair calls for their team, teams may report them to the Recreation Director. All teams will be given a warning reminder to keep the report discrete. If a team is reported multiple times, they will be subject to further warnings such as game suspensions scored as a loss and/or removal from the league with no refund.

PITCHING, CATCHING, AND FIELDING

Pitching: Balls must be pitched by hand and rolled in an underhand style. The pitch must be rolling on the ground and not intentionally bouncing excessively to the kicker. Any pitch that is bouncing excessively will be a redo pitch. 3 redo pitches during an at bat will result in an automatic walk for the kicker. The "strike zone" for all kickers is 1' to each side of the plate, so roughly 3.5 total feet in width.

Catching: All standing fielding outs from baseball/softball apply: fly outs, tag outs and ground outs. The additional form of getting a player out is by successful throwing and hitting them with the ball after it is fielded.

Fielding: All players must be in line or behind the pitcher in relation to home plate until the ball is kicked. The ball is considered “live” until it is in the pitcher’s hands at the mound. Once the pitcher has the ball at the mound, baserunners can no longer advance until the next pitch is kicked.

KICKING

All kicks must be made with the foot or leg below the knee. For example, if the kicker has a miskick, but still made contact with their shin, the ball is considered a live kick. All kicks must be made at or behind home plate. Kicks can be made to the side of home plate if chosen to do so instead of taking the pitch as a ball. There are no “bunts” allowed—attempts at a full kick are required. A bunt will be deemed as any kick that is intentionally kicked with low power and doesn’t go past the pitching mound. There will be a bunt warning with a redo pitch following an occurrence. Any additional bunt attempts will be an automatic out. Any kick attempt where the kicker “double kicks” by the ball hitting multiple body parts or their leg, ground, then leg again, will be considered a “double kick” and will be a foul ball.

BASERUNNING & SCORING

Baserunners must stay within the baselines unless avoiding a collision with a player on the fielding team. There is no leading off or stealing allowed. Runners may advance once the ball is kicked. Any players leaving early will be called out. Tagging up is required for runner advancement on any ball caught in the air. Baserunners can continue to run as long as the ball is “live” (see FIELDING rules for more).

STRIKES

3 strikes will be an out. A strike is any pitch that rolls over the plate or within 1’ to either side, an attempted kick but missed by the kicker, or a foul ball. Players cannot be called out on foul balls, they will remain at 2 strikes until they kick it fair. Any ball that hits outside the foul line is considered foul. Balls that hit on the line or hit inside the foul line before hitting outside it are considered fair.

BALLS

4 balls are an automatic walk to 1st base. A ball is any pitch that is outside of the strike zone (home plate plus 1’ to each side).

OUTS

An inning is over once there are 3 outs recorded. Outs can be one of the following:

Strikeout - a count of 3 strikes on the kicker.

Force Out - a live ball is in the hands of the fielding team who touches a base before the runner gets to that base. Typically happens at 1st base, but can happen at any base if there are runners on base.

Tag Out - a base runner is tagged with the ball when they are not safe on a base.

Throw Out - just like a Tag Out, but from a distance. Defenders may throw the ball at the base runners and if hit while not on a base, the runner out. The ball may bounce off the ground first and still get the runner out.

Hit Baserunner - if a base runner is running after the kick and the ball hits them while between bases, they are out.

SUBSTITUTIONS & INJURIES

Players on the fielding team can be substituted at any point when the ball is not live, before a pitch. Players on a hitting team cannot be substituted and removed from the batting order unless due to injury. If a player is injured and cannot play, their spot in the kicking order will be skipped without any outs being called.

STANDINGS & PLAYOFFS

The team standings will be determined by the overall record of the team, followed by the +/- run differential scored during the season. A higher +/- run differential will result in a higher standing. Playoffs will occur after the regular season.

OTHER

Score Reporting - all game scores must be reported to the Juneau Recreation Department within 48 hours of the game played. Scores can be emailed, texted, or dropped off in person to the Juneau Community Center at 500 Lincoln Drive. If scores are not reported, the game will be considered a forfeit for both teams and end up as a loss for each team in the standings. Email to report scores is hkarnitz@cityofjuneauwi.gov or texted to 920-210-0481. Please list each team that played, the score, and the time of the game.

Thank you for your participation in a Juneau Parks & Recreation program. We appreciate your commitment to helping our programs be sustained and grow. If you have any questions, comments or concerns regarding your current program, or for future programs, please don't hesitate to reach out. The Recreation Department is located in the Juneau Community Center at 500 Lincoln Dr. or you can reach our directly to the Recreation Director, Hunter Karnitz via email or phone, listed below:

Email: hkarnitz@cityofjuneauwi.gov
Office Phone: 920-386-4812
Cell Phone: 920-210-0481