

# Columbus Parks and Recreation

## Adult Coed Kickball Rules



### Registration and Rosters

- Registration is taken at Donner Center. You may register with cash or check in person or by phone or fax using MasterCard or Visa. No registration will be accepted after the registration deadline.
- To register, a team roster must be submitted at the time of registration. Registration fees must be turned in at the time of registration. No two party checks accepted.
- Teams must sign a minimum of 7 players to their roster and a maximum of 15. Teams must play the game with 3 women in the lineup. Changes may be made to the roster prior to the second game. All names on the roster must have a completed address and phone number.
- Registration fees (or P.O. number from a company) must be turned in at the time of registration.
- Players must be at least 18 years old.
- Players are only allowed to play on one team. No exceptions!
- Upon request by a supervisor, players may be required to furnish adequate I.D. to verify roster. Lack of I.D. may result in a player being ineligible until furnished.
- Teams discovered playing with ineligible player(s) not listed on their roster must forfeit all games played up to that point, whether the ineligible player(s) played in previous games or not.

### The Rules

- Current softball rules will govern kickball with the following emphasis and modifications.
- All games will be played at Lincoln Park Softball Complex.
- There will be no umpire. All calls shall be determined by the players. A supervisor will be available for rule interpretation.

### The Playing Field

- A regulation softball field will be used.
- The strike zone will be marked behind home plate.

### Equipment

- Athletic shoes are required. Metal cleats are not allowed.
- Players may wear protective equipment providing it does not offer the wearer an unfair advantage.
- A kick ball will be provided by the Columbus Parks and Recreation Department.
- All players on a team must wear the same color shirt. No objectionable material allowed.

### Teams

- Teams must field at least 7 players and no more than 9. Teams must field a minimum of 3 women.
- Teams may have a maximum of 15 players registered on their rosters.
- The kicking order does not have to alternate in gender. Kick the roster.

## **Game Play**

- Regulation games will be 7 innings. No new inning will be started after 50 minutes.
- A game can end in a tie.
- 3 innings will constitute a complete game.
- There will be a 15 run rule at the end of 3 innings.
- There will a 10 run rule at the end of 5 innings.
- A team failing to field at least 7 players at game time will forfeit.
- All teams must provide a catcher.

## **Pitching/Fielding**

- No Bouncies! A pitch that is higher than one foot at the plate results in a ball.
- The pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so results in a ball.
- No player may field in front of the pitcher other than the catcher. No player can advance forward of the 1<sup>st</sup> – 3<sup>rd</sup> base diagonal until the ball is kicked. Failure to abide by this rule results in a ball. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule results in a ball.
- All balls must be pitched at a reasonable speed. Any ball not pitched at a reasonable speed will be a ball.
- No side spin or curves allowed. Any ball with side spin or curve will be a ball.

## **Kicking**

- All kicks must be made by the foot.
- All kick must occur behind the kick line. A kick on or in front of the kick line is called a foul.
- No bunting. Bunting results in an automatic out and a dead ball.

## **Running**

- Runners must stay within the base line. Fielders must stay out of the base line. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
- Hitting a runner with ball above the shoulders is not allowed. Any runner hit above the shoulders is safe at the base in which they were running and advances 1 base. A runner intentionally using their head to block the ball will be out.
- After a kicked ball is caught, runners must tag the base they were on before running to the next base.
- No lead offs or steals.
- Sliding is not mandatory. A base runner making deliberate contact with a defensive player will be called out and it is a dead ball. Any malicious contact and the player may be ejected.
- Runners may over run first base.

## **Ball and Strikes**

- 2 strikes constitutes an out.
- A strike is a pitch within the strike zone either not kicked or missed by the kicker. The ball must travel straight through the strike zone for it to be a strike.
- 3 balls constitutes a walk.
- A ball is:
  - A Pitch outside the strike zone
  - An illegal bouncie
  - Any fielder advancing to home plate before the ball is kicked
  - A catcher crossing home plate before the kick or failing to field behind the kicker

## **Fouls**

- 2 foul balls constitutes an out.
- A foul is:
  - A kick landing out of bounds
  - A kick landing in bounds, but traveling out of bounds on its own before reaching 1<sup>st</sup> or 3<sup>rd</sup> base. A ball touched in bounds by a fielder is in play.
  - A kick in front of the kick line.

## **Outs**

- 3 outs constitutes half of an inning.
- An out is:
  - Two strikes on a kicker
  - A runner touched by the ball at any time while not on base
  - Any kicked ball, fair or foul, that is caught
  - A player with possession of the ball touches a base to which a runner is forced to advance
  - A runner off the base when the ball is kicked

## **Play Over**

- Once the pitcher has the ball in control and on the mound the play is over.
- Once runners have stopped advancing bases and someone on the field has control of the ball the play is over.

## **Scoring for League Standings**

- For each game played a team will get 2 points for a win, 1 point for a tie, and 0 points for a loss.
- First tiebreaker is head to head win/loss record.
- Coin flip will be second tiebreaker.

## **Conduct of Players**

- All players will conduct themselves in a courteous and respectful manner. Any players not abiding by this rule can be suspended for any or all of the remainder of the season.
- A player guilty of unsportsmanlike conduct in connection with any game or decision may be suspended from the league for the balance of the season or any part thereof depending on the severity of the violation.
- A player guilty of physically attacking anyone in connection with any game or decision will be suspended from all Parks and Recreation activities for a period of one-year minimum. No exceptions.
- Threatening an official/supervisor in connection with any game or decision will result in suspension from all Parks and Recreation activities for a period of one-year minimum. No exceptions.
- Foul language may result in an ejection.
- Any player who is ejected from a game for unsportsmanlike conduct will also be suspended from his/her team's next scheduled game.
- Any player ejected two times in a season for unsportsmanlike conduct will not be allowed to participate for the balance of that season.
- If a player is ejected from a game, he/she will be asked to leave the park immediately (within 3 minutes).
- The official/supervisor's decision is final and his/her judgement will be respected.

### **Miscellaneous**

- Anyone found with alcohol in his/her possession on the premises will be barred from participation. The police may be called.
- Smoking is not permitted during play or in the dugouts.
- All children must be supervised at all times. The supervisor may ask the parent/player to leave with the children if they are being disruptive. Players and coaches only allowed in the dugouts.
- If a player is bleeding, the bleeding must be stopped and the open wound covered. If there is blood on the uniform it must be changed before the player will be allowed to continue play.

\*This is a **recreational** league. For this league to succeed everyone must conduct themselves properly and play by the rules.

*\* The Columbus Parks and Recreation Department reserves the right to change these rules at any time.*