

U.I.K.L / FABB SPORTS
FALL 2011
COED KICKBALL RULES

1. **Team Size.** Each team shall field ten players, with at least five women at all times. Teams that are not able to field a complete team may play with a minimum of eight players. A maximum of two “pick-up” players (one male/one female, two females) will be permitted only when a team does not have enough of its own players present to field a team. Teams are not permitted to use pickup players when roster players of the same gender are present. It is illegal for a team to have more than nine players on the field of play.

2. **Rosters.** Completed rosters and waiver forms are due prior to the second scheduled game of the season. Any team that has not submitted these documents by that time will have its scheduled games declared a “forfeit” until all such paperwork is received. Players may be listed only on one team’s roster per season throughout the league. All rosters must have at least 16 players included. For teams with less than 16 players, Free Agents will be added to reach the 16-player minimum. For a player to be considered “playoff eligible” (eligible to participate in the playoffs), he/she must be listed on a team’s roster and must have played in a minimum of three regular season games for that particular team.

3. **Time.** A regulation game shall consist of (6) innings or a time limit of (55) fifty five minutes. If a game starts late, it shall be played until (5) five minutes before the next game’s starting time. **THERE ARE NO GAME GRACE PERIODS. FAILURE TO SUBMIT TEAM LINE-UP OR KICKING ROTATION BEFORE THE START OF THE GAME WILL RESULT IN A FORFEIT.**

- **Tie Breakers** - games will continue until a winner is decided by sudden death. Each player gets one chance to kick.
- **Mercy Rule** – In the event that a time a team is trailing by 8 or more runs at the end of five innings, the game will be called.

4. Kicking and Running

The away team shall kick first. The home team gets last at kick if the time limit is near. The head umpire may call a game if an inning may not reasonably be completed before the (55) fifty five minute time limit. Therefore, an inning cannot begin (55) fifty five minutes after the hour unless it is the last scheduled game.

- **Kicking Order:** A team can kick all members of their team. A team must keep same kicking order in game’s entirety. Kicking order must alternate by gender.

IF A KICKER KICKS OUT OF ORDER, IT IS AN AUTOMATIC OUT. NO EXCEPTIONS!!!

- The kicker may not run past home plate before kicking the ball.
- The kicker’s whole foot must be inside the kicker’s box prior to kicking (only one foot is required)

- There is NO bunt line; however, the ball must roll past the home plate.
- First base is the only base the kicker can overrun.
- THE BALL MUST ROLL OVER THE **STRIKE ZONE** BEFORE IT IS KICKED.
- The kicker must have one foot in the kicker's box before kicking the ball.
- Bunting is allowed, for both men and women with a catch.
- "Double Kicks" (foot then shin, knee then foot, etc.) will be immediately ruled as an OUT.
- STEALING BASES IS NOT ALLOWED!!!!
- If the kicker steps off the base, they must tag up before they can advance.
- Sliding or diving to get on base by the kicker will result in an automatic out unless the kicker is sliding into home plate.
- Each kicker will receive the following:

THREE STRIKES, THREE BALLS

Each team is allowed (2) two base coaches, (1) one at first base and (1) one at third base. All other offensive players must remain in the dugout area at all times. You will receive (1) one warning for your first violation each violation and after that such a violation will result in an out.

5. Pitching

A legal pitch must roll along the ground with **minimal bounce** as it makes its way to home plate. Any pitch where the top of the ball bounces higher than the batter's knee (at least 13 inches) at anytime on its way to home plate will be called a ball. **FAST ROLLS, SLOW ROLLS, HOOKS, SPINS, etc., ARE ALL FAIR ROLLS.**

- Pitches must be **underhand** and the pitcher may not pass the white line when he/she pitches.
- Pitches must be **underhand** and the pitcher may not pass the white line when he/she pitches.
- Back Catcher must stand behind or on the side of the kicker with one foot on either side of the box and cannot advance until the ball crosses the strike zone.
- The strike zone will extend approximately one foot from each side of home plate, to discourage excessive "looking". Any ball entering this zone without being kicked will be called a strike.
- A ball shall be called on anything that does not pass the home plate strike zone, including pitches that do not reach the plate. Three called balls shall result in advancement of the batter to first base.
- Three (3) "balls" pitched intentionally and/or unintentionally to a male kicker will result in an advancement of the male kicker to second (2nd) base and the female has the *option* of kicking the ball or walking to 1st base. **The female player DOES NOT have to take the base unless she chooses to.** If a female player is walked, the male player HAS to kick the ball. They do not have a choice. In addition, any two (2) illegal pitches to a male results in the same penalty as a walk. The same rule applies for the female.
- Everyone on defense must be behind the white lines at 1st and 3rd base when the ball is

pitched. If not, this will result in an automatic base by the kicker.

- A ball that is kicked in the air down either foul line will be determined **fair or foul by the position of the BALL, and NOT the position of the fielder, even if the ball is touched.**
- **"Curve" of the ball does not determine whether it is fair or foul.**
- PITCHER (or any other player) MUST BE IN THE PITCHERS MOUND WITH THE BALL TO STOP ALL GAME PLAYS!

EXAMPLE: IF A PLAY IS IN MOTION AND A RUNNER ADVANCES TO ANOTHER BASE AFTER A PLAY HAS BEEN MADE, THAT PLAYER CAN CONTINUE TO ADVANCE BASES UNTIL THE PITCHER RETURNS TO THE (RUBBER) MOUND, WITH THE BALL, TO STOP THE PLAY.

6. Game of Play

A player will be ruled out when the following occurs:

- If he/she kicks three fouls or three strikes
- Gets hit by the ball from the shoulders down before reaching the 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/ sliding).

- A pop fly is caught.
- There is a double-kick by the kicker
- The runner is "forced" out.
- The base runner is off the base before the ball is put into play by the kicker.
- 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 is not allowed.
- When 2 kickers of the same gender kick back to back, an out will be assessed in the spot not occupied by the opposite gender.
- Any base coach that touches a player will result in an automatic out.

Infield Fly Rule: The infield fly rule applies when there are fewer than two outs and there is a force play at third base (i.e. there are runners at first and second base, or the bases are loaded). In these situations, if a fair fly ball is a hit that, in the umpire's judgment, is catchable by an infielder with ordinary effort, the umpire shall call "Infield fly", and the batter will be out regardless of whether the ball is actually caught in flight. If the ball is near the foul lines, the umpire is to declare "Infield fly, if fair." If the ball is not caught and ends up foul, then infield fly is cancelled, and the play is treated as an ordinary foul ball.

If "infield fly" is called and the fly ball is caught, it is treated exactly as an ordinary fly ball; the batter is out, there is no force, and the runners must tag up to advance. On the other hand, if "infield fly" is called and the ball hits the ground without being caught, the batter is still out, and there is no force. However, the runners do not need to tag up to advance.

7. Sportsmanship: FABB Sports and U.I.K.L. endorse the principles of good sportsmanship. Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct can include the following: Fighting, pushing, verbal/physical abuse directed toward an official or opponent, profanity/obscene gestures, flagrant/violent fouls, taunting/trash talking/baiting, cheating, throwing/abusing equipment and physical intimidation. A player may be ejected from a game (or a team may be evicted from the field of play) for engaging in Unsportsmanlike Conduct. An official may call a forfeit for unsportsmanlike conduct. Even if the game has ended, an official may call a forfeit. The League has the authority to suspend and/or expel a player or team from the league and/or future game(s) at its discretion with no refund of monies for such acts. These guidelines apply to players and spectators.

Excessive Physical Contact/Fighting

- 1 - Automatic ejection from the game.
- 2 - Once ejected, a player must leave the field. If the player does not leave the field his/her team may be charged a “forfeit” for that game, regardless of score or time remaining. Any player ejected from a game may not play in any other games that day.
- 3 - The ejected player may not play in future games without league approval.
- 4 - An official may call a forfeit for unsportsmanlike conduct. Even if the game has ended, an official may call a forfeit.
- 5 - The League has the authority to suspend and/or expel a player or team from the league and/or future game(s) at its discretion with no refund of monies for such acts.