



Co-Ed Kickball Rules

Revised: 10 January 2017

TEAM SIZE, ROSTERS & UNIFORMS

League format: Coed 10 v 10 (at least four females)

Team size: Teams must have a minimum of 12 players on the roster, though it is suggested to have 15 players on the roster.

Teams must have at least eight players to play a legal game (at least two women). When fielding, teams will have no more than 10 players in the field (maximum of six males). All players, however, will kick.

A team with four females, should have two females in the outfield and two in the infield. If only three females, the team should have their females placed 2:1 (team's choice as to infield or outfield). If only two females, you should have one in the infield and one in the outfield.

If a team only has two females after the first inning, that team will take an out where the third female would bat. This rule would need to be brought up by the opposing team.

If a team plays with eight eight players they are not required to have a catcher.

Information about using substitute players can be found in the back of this document and also on our website under "Sports" and "Registers as a SUB":

<https://playnola.leaguelab.com/page/register-as-a-sub>

All rostered players are required to wear wear their playNOLA-issued shirt for the games.

Players are not allowed to wear metal cleats/spikes.

Any equipment in question should be brought to the attention of the referee. The referee will make all final decisions with regard to equipment discrepancies.



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GAME LENGTH, TIME & SCORING

All games are seven innings or 55 minutes (warm up time included). The referee will keep the game's time. If seven innings cannot be played in the allotted time, the referee will announce when the last full inning (top and bottom) will begin.

(Note: Due to differing circumstances in each and every game, some games may finish short of 55 minutes in length. Please respect the referee's call in this matter. He/She must keep all games on time in fairness to teams playing later hours and due to facility permit restrictions.)

Games start on time! Teams must be prepared to play.

FORFEITS

Forfeit rule: 10 minutes after game time. A team that is short players may use no more than three players from another team to play a game, as long as the opposing team consents. If one team has less than the minimum number of players [eight total (two females)] at ten past the designated start time, it is up to the staff and opposing team as to what is allowable - this decision will ultimately be made by the staff.

BALLS, STRIKES, FOULS, & WALKS

The strike zone extends one foot on either side of home plate and one foot above the ground. The strike zone may be designated by a painted line, cones, or both.

At home plate, a ball that rolls on the painted line is a strike. If cones are used to designate the strike zone, a ball that hits the cone is a ball.

Pitches that bounce more than one foot above the ground will be considered an illegal pitch, and thus deemed a ball.

In certain situations, the referee may ask a pitcher to take off some speed or spin of the pitch.

All batters will start with a one ball, one strike count. A batter with two strikes is allowed one more "free foul" ball. A foul ball after the "free foul" ball will result in an out.

All kicks must be made by foot and must occur at or behind the frontmost point of home plate (often designated by a line that connects the outermost lines of the strike zone). It is a foul ball if the majority of the kicker's foot is planted in front of home plate.



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Bunting is NOT allowed. A legal kick is one in which a player full extends his/her leg when making contact with the ball at home plate. This is determined at the referee's discretion.

If a male is walked, and a female follows him in the batting order, the female has the choice to also take a walk (follow-on walk) or kick. This is the female kicker's choice. Referees will enforce the follow-on upon request and will not be responsible for notifying the batter in each walk situation.

KICKING ORDER & BASE RUNNING

Up to 10 players can play in the field (with two females in the infield and two females in the outfield). However, if a team has more than 10 players in total, all players will kick. No more than two males can kick in a row at any time. If a team has more males than females, the females will kick in the rotation so that no more than two males kick in a row. The order of the females should remain fixed during that game. Before the first male can kick again, the rest of the team should have already kicked.

There are no designated kickers allowed. If a player is to kick, they must play at least one inning in the field. If a player only plays the field and does not kick, they will be considered an out.

RUN SCORING LIMIT & MERCY RULE

In the first four innings of a game, a team may not score more than seven runs in each inning.

Starting in the fifth inning and for the remainder of the game, a team may score an unlimited number of runs each inning.

(Exception: if the final inning of the game is declared and it is the first, second, third, or fourth inning of the game, there is no limit to how many runs can be scored.)

A mercy rule will be enforced, and the game will be over, if after five complete innings, a team is winning by 10 or more runs. This rule is also enforced during the playoffs. (Note: if, after the game is over, and there is still time for the teams to play, they may continue to play unofficially until the allotted time is reached.)



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OUTS, BASE RUNNING & FIELDING

Players are considered out by the following means: (1) Striking out, (2) A fly ball caught by the defense, (3) A throw-out at one of the lead bases, (4) Being tagged with a ball that is in possession of a defensive player, (5) Being touched by a live ball (kicked ball in fair territory or ball thrown by defender), (6) Fouling out, (7) Caught leading off, (8), Making contact with fielder.

Runner may not leadoff or steal a base. Runners can leave the base once the ball is kicked. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning the kicker will be first up in the next inning.

Runners may tag-up on both fair and foul fly-balls that are caught for an out. A foul ball that is dropped is dead and runners may not advance.

Often, there are two bases at first base. The base in fair territory is for the fielder. The base in foul territory (sometimes orange) is for the runner. Runners may run through (and past) first base. Runners cannot run through second or third base.

When a ball is deemed out of play, the runner is granted the base he/she is going to (at the point of the throw), plus one more. (Note: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted second and third in overthrow situations.)

Base runner to defensive player contact will be closely watched by the referee. Any excessive contact or collision (depending on the initiator) may result in an out/safe call and/or ejection. This includes contact with the catcher. Sliding is allowed, but should not be used to break up a double play or act as interference with the defensive player. If the referee determines the runner's slide was used in this way the runner may be called out.

There is no infield fly rule. Additionally, if a fielder deliberately drops the ball (as determined by the referee) in order to get a double-play, all runners, including the kicker) will be deemed safe.

Hitting a runner with a thrown ball ABOVE shoulders level is not allowed. Any runner hit above the shoulders is considered safe. Players may be hit anywhere below the shoulders with a thrown ball and will be considered out. A runner intentionally using his/her head to block the ball, in the eyes of the referee, will be deemed out. If a runner is hit above the shoulders, but is ducking out of the way or sliding into a base, the runner will be out because the contact above the shoulders was not intended.



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A ball is deemed out of play when: (1) The ball is thrown or kicked over or beyond the fence, (2) The ball is thrown or kicked beyond the imaginary line extending from the end of the backstop (if there is no fence), (3) The ball becomes stuck in a tree, under a fence, etc., (4) The ball is interfered with in any way not natural to legal gameplay (stuck in team area, stolen by dog, etc.)

A play is considered over where the referee calls “time” or when the runners have come to a rest and a fielder in the infield has the ball and is not attempting to make a play anywhere.

As described earlier, there may be no more than 10 players in the field, with a maximum of 6 males. If there are four females in the field, two must be in the outfield, and two in the infield. If there are three females in the field, the team can choose where to put two of them. If there are two females in the field, one must be in the outfield and one in the infield.

Infielders may not start a play closer than 10ft in front or farther than 10ft behind the nearest base. A spray painted line or cone will denote these areas.

The pitcher cannot cross the line designating the pitcher’s mound until the ball is kicked or crosses the plate.

The catcher cannot cross home plate until the ball is kicked or crosses the plate.

Outfielders may not start a play closer than 25ft from the infield. A spray painted line or cone will denote this area.

PLAYOFFS

Playoff formats are determined by the number of teams in the league that season. The league coordinator will send out playoff details to all players during the season.

Ties in the final regular season standing are broken first by head-to-head match-ups, then by runs allowed, then by runs scored/run differential.

In playoffs games, team captains will provide line-up cards to the referee before the first pitch. Only players that are present will be listed on the card. A player that arrives late to the game will be added to the bottom of the lineup.



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The championship game does not have a time limit and will play the full seven innings unless the mercy rule can be enforced (10 run lead after five innings). In the case of a tie after seven innings, two extra innings can be played. If it is still tied at the top of the 10th, the kicking team will begin with one out and a runner on second base (the last person out is the runner).

LEAGUE POLICIES

FORFEITS:

If your team forfeits a game during the season, the following rules apply:

First Offense: Loss of game and warning issued.

Second Offense: Loss of game and staff reserves the right to remove team from playoffs.

Third Offense: Removal from the league.

If you know in advance that your team is going to forfeit a game, we encourage you to call our office so as to help us schedule your opponent a game. This will still be considered a forfeit, but is a courtesy to your opponent.

Teams have until ten minutes past the designated start time to field a full squad (minimum numbers of players required to play according to the rules). Refer to rules regarding the guy/girl batting ratio. Anything less than the minimum must be approved by the staff and opposing team.

WAIVERS:

In order to participate in the league, each participant must sign the waiver. A participant who registers online “signs” the waiver by completing their transaction.

SPORTSMANSHIP:

The purpose of PLAYNOLA is to have fun: MEET.GREET.COMPETE. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.

To see our code of conduct policy:

https://playnola.leaguelab.com/document/994/download/PLAYNOLA_CODE-OF-CONDUCT.pdf



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LEAGUE CANCELLATION/RAINOUT:

Leagues may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. PLAYNOLA staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league. If the league is canceled, PLAYNOLA staff will change the website immediately. Depending on the time of cancellation, some teams will have to be notified on site.

If we do cancel, follow next week's schedule (ex. If April 13 is cancelled teams should follow the April 20 schedule for their next game). The games that are cancelled will be made up at the end of the season if time allows. In extreme circumstances, PLAYNOLA reserves the right to run a shortened season without a refund of schedule matches on days other than our regularly scheduled league day/night.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: CAPTAINS please advise your team of these rules and thanks for your participation.

FIELD DIMENSIONS

All bases are 55 feet apart.

The distance between home plate and second base is 79 feet.

The distance between home plate and the pitcher's mound is 40 feet. The pitcher's mound intersects first/third base as well as home/second base. This will be designated by two cones on both sides of the mound.

An extra base can be placed next to first base, in foul territory. This is the safety base to be used by runners.

At home plate, the strike zone can be designated with spray paint, by cones, or both. If painted, a line will be sprayed one foot from both sides of the plate with a line across the front of the plate that connects these two lines. If cones are used, the cones will be placed two feet from from both sides of the plate so that if the ball touches either cone, the pitch is ruled a "ball".

At first and third base, a cone will be placed (or line painted) 10 feet in front of each base and 10 feet behind each base. Infielders must stay between these cones until the ball is kicked.

At first and third base, a cone will also be placed 25 feet behind each base. Outfielders must stay behind these cones until the ball is kicked.