Games will consist of 7 innings of play or a time limit of 50 minutes. The game clock will begin at the scheduled game time. If a team does not possess the minimum amount of legal players within five minutes of the scheduled game time, a forfeited game will be called and the opposing team will be awarded the win.

The following run rules will be in effect as follows: 15 runs after four innings or 10 after five innings. No scoring limit is in effect for the amount of runs scored within a single inning at this time. If a complete game is tied at the end of regulation, a tie will be called unless it is a playoff game.

Number of individuals to field a legal team:
A team consists of nine players with an equal amount of men (4) and women (4) and the ninth player being a male or female; however the team may begin with six players (minimum of 3 females).

If at any point a team does not have the minimum amount of players available to field a legal team, the game will then be forfeited. All players must be on the official team roster. The last day to add players will be determined each season.

Co-Ed Division Rules:

-Batting order must remain staggered male/female with guys being allowed to bat back to back once.

-The pitcher/catcher must be a male/female combination (exception: women/women, more women than men on the field).

-The infield and outfield must have at least one female. In addition, all outfielders must remain in the outfield grass until the ball is kicked!

-NO INTENTIONAL BUNTS. At the discretion of the umpire or game day supervisor, intentional bunts will automatically be called an out and the base runners will not be able to advance. The player’s leg should make a complete forward swing and follow through after making contact with the ball. Anything less than a full forward swing of the leg will be called a bunt and the batter will be called out.

-Everyone will come up to the plate with a one ball and one strike count.

-Players must wear appropriate athletic attire and closed toe shoes at all times. (No flip-flops or metal cleats will be permitted) Molded plastic cleats are acceptable.

-Game balls will be provided by the Recreational Sports and will be brought to the game by the game day supervisor. Teams are not permitted to warm up with the game ball.

Kicking and Pitching:

The pitcher must start with both feet on the pitching rubber. The ball cannot be kicked until it has crossed home plate or is in the marked square. Kicking the ball prior to crossing the plate or behind
the square will result in a called strike. If it is the third strike, then the kicker will be called “out”. If an illegally kicked ball is caught in the air, the kicker is out, ball is dead and the runners may not advance. Kickers with 2 strikes are allowed one foul ball. The next foul ball will result in an out. The ball should be pitched at a moderate amount of speed and with little to no bounce once the ball enters the marked area. A pitched ball that is judged to be too fast or too bouncy will result in a called “ball”. The strike zone is to be considered a ball that rolls over home plate itself or a ball that is rolled within one ball width from either side of the plate.

**Base Runners:**

Base runners may not steal, lead off, or advance until the ball is kicked. Violation of this rule will result in the base runner being called out. A base runner that is struck with a kicked ball that was not previously deflected off of a fielder shall be ruled out. The deflection of a kicked ball off of a defensive player will not result in an out. Base runners may not interfere with a defensive player fielding the ball. In turn, the defensive player may not obstruct a base runner if they are not attempting to field a ball. Defensive players may throw the ball at the runner in an attempt to put them out (from the shoulders down). There should be a certain amount of consideration made for the amount of force that the ball is thrown. The amount of force should correspond with the amount of distance that the player is to the runner.

**ANY THROW MADE BY A DEFENSIVE PLAYER THAT IS JUDGED TO BE EXCESSIVE OR UNNECESSARILY HARD WITHIN THE CONTEXT OF THE SITUATION, WILL RESULT IN THE RUNNER BEING CALLED SAFE AND THE DEFENSIVE PLAYER EJECTED FROM THE GAME.**

The base runner is out if hit with the thrown ball, even if the ball bounces on the ground before contact. When base runners are hit directly in the head, they are not out unless they are ducking or lowering their head to dodge the thrown ball. If a player is attempting to reach the base safely by sliding, a “head shot” will result in the player being called safe as well. The defensive player should make every effort to avoid any throws that may be directed towards the player’s head. A “head shot” will not be called if the ball hits part of the runners’ body then skips up and hits them in the head. There are no courtesy runners, if someone running the bases gets hurt, then the team has to make a legal substitution. All runners trying to make it to first base before being thrown out or hit with the ball, must step on the orange bag while the first baseperson steps on the white bag. There is no infield fly rule in kickball.

The game supervisor will have the authority to make decisions on any situation not specifically covered by these rules. Only the team managers may approach the game supervisor to discuss rule interpretations.

Flagrant violations may result in the suspension of the player for the rest of the season. We enforce a zero tolerance policy rule with all players and fans abiding by the rule. This includes, but is not limited to, taunting, foul language, un-sportsman like conduct and inappropriate behavior.

Please be reminded that this league was formed to be completely recreational, not highly competitive. Rule interpretations will be relatively new to everyone and we may have to play things out before we can revise and review standard rules and policies. **So just play to have fun!**