



2021

CO-ED KICKBALL LEAGUE

I. GAMES ORGANIZATION

- A. A combination of ASA coed softball and WAKA (World Adult Kickball Assoc.) rules shall be strictly adhered to unless contrary to the following rules and regulations.

II. PLAYING FIELD & EQUIPMENT

- A. The distance between bases will be 60 feet. The pitching distance will be 42 feet.
- B. The strike zone is 1 foot wide on either side of home plate and 1 foot above home plate.
- C. Cones are used to designate the width of the kicking box.

III. BALL, EQUIPMENT, & UNIFORM

- A. The official ball for the kickball league will be the WAKA 10" playground ball. PCBSC will provide the balls for each game.
- B. Athletic shoes are required. Metal cleats are not allowed.
- C. All player attire is an extension of the player.

IV. REFEREE

- A. Referees are responsible for making calls on balls, strikes, outs, and runs scored for their respective fields, and the referee's call is the final decision in all matters.

IV. GAME PLAY

- A. Teams can kick as many players that are in attendance/on their final roster at game time with the following stipulations:
- a. Men and women must alternate in the kicking order when able.
 - b. If there are more men kicking than women, the order must distribute the women throughout the lineup.
 - c. Teams cannot kick more than two (2) males in a row.
 - i. If a team kicks three (3) males in a row, the third male will be counted as an out and all runners must return to the base they left.
- B. Each team must field at least eight (8) and no more than eleven (11) players. If neither team meets the minimum players requirement, both will be credited with a loss.
1. At least 4 females must take the field at all times.
 2. When there is an even number of fielders the male-female ratio must be equal. If an odd number takes the field the male ratio may never equal more than +1. (Example: if 5 females take the field, no more than 6 males can take the field, equaling 11 players and +1 male-female ratio).
 3. A ten (10) minute grace period is allowed on the first game of the night. The grace period is considered part of the game time.
 4. Fielders can be changed anytime between and within innings.
 5. If additional players show up after the game has started, they can be added to the bottom of the line-up.
- C. The kicking order should be exchanged with the other captain prior to the start of the game. Each team will monitor that the kicking order is correct. If a team kicks out of order the opposing team must notify the referee and that player will be counted as an out.
1. The kicking order cannot change during a game unless agreed by the other team. If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out.
- D. Players may participate on one (1) kickball team only. If a player's eligibility is protested and he/she is found to be on more than one roster, the protested game is forfeited. The player in question must declare which roster he/she will participate on for the remainder of the season.
- E. A regulation game will be 7 innings or one hour in length, whichever comes first.
1. In the event of a tie, after 7 innings, the **international tie breaker** will be used. The last out in the previous inning will go to second to start each tied inning until a winner is determined.
 2. If a game is shortened due to rain or other externalities, 5 full innings constitutes an official game (4½ innings if home team is ahead in bottom of 5th inning).

3. In the case of rain with a game tied after 4 innings, the game will be resumed from the point when it was suspended. If the required number of innings has not been played, the game will be replayed from the start. Games delayed by rain for at least 30 minutes will be rescheduled if necessary

V. PITCHING, CATCHING AND FIELDING

- A. Balls must be pitched by hand. There are no restrictions on pitching style.

REVISED 2021 RULE

- B. Proper Field Position (description below) must be maintained by all fielders while a pitch is in progress and until the ball reaches the kicker. *Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction will result in the kicker being awarded first base regardless of the outcome of the kick.*

Proper Field Position is –

- a. For Fielders: all fielders, except for the catcher, must remain in fair territory behind the imaginary line that runs from 1st-3rd base until the ball is kicked.
 - b. For Pitchers: pitchers must have at least one foot on or directly behind the pitching mound when releasing the ball; no part of the pitcher's front foot may be in front of or across the front edge of the pitching mound. Once the ball is rolled, the pitcher can advance past the mound.
 - c. For Catchers: the catcher must be positioned behind the Kicking Box until the ball is kicked.
- C. There is no In-Field Fly Rule since a kickball is more difficult to catch than a baseball or softball. However, a player may not intentionally drop a catch-able ball in an attempt to complete a double play. If a player intentionally drops a ball, as determined by the referee, then all players are safe at their next base including the kicker at first. If the Referee determines that the player accidentally dropped the ball, then play continues via normal rules of play.
 - D. If a player (male or female) is walked at any time (intentional or unintentional) and a female kicker is next at-kick in the lineup, the player automatically walks to 2nd base. If there are 2 outs, the female kicker next in the lineup has the option of walking to 1st base or kicking. If there are less than 2 outs, then the next kicker must kick.
 - E. Once the pitcher has the ball in control and retains possession on the mound, the play ends.

VI. KICKING

- A. All kicks must be made by foot or leg, below hip level. Any ball touched by the foot or leg below hip level is a kick.

- B. All kicks must occur at or behind home plate. A kick made in front of home plate is a foul. A kicker may step on home plate to kick; however no part of the planted foot may come across the front of the plate.
- C. Bunting is allowed. A bunt is defined as a kick that does not travel further than first or third base. A bunt must remain in fair territory until it passes first or third base.

VII. RUNNING AND SCORING

- A. Neither leading off nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.
- B. Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out. Hitting a runner anywhere below the neck is acceptable.

VIII. STRIKES

- A. Kickers start with a 1 ball and 1 strike count. A count of two (2) strikes is an out.
- B. A strike is a pitch within the strike zone either not kicked or missed by the kicker.
- C. 2 fouls constitute an out.

IV. BALLS

- A. Kickers start with a 1 ball and 1 strike count. A count of three (3) balls advances the kicker to first base.
- B. A ball is:
 - 1) A pitch outside of the strike zone where a kick is not attempted.
 - 2) A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box.
 - 3) A pitched ball that exceeds one foot in height as it enters and goes through the strike zone.

X. PLAYING ROSTER

- A. Team rosters must be submitted to the League Coordinator before the start of the season. A team that fails to submit a roster automatically will have its games forfeited if an opponent protests the eligibility of its players.

1. Must be 16 years old to be eligible to play.
2. A team will not be allowed to carry more than 18 players on its roster at one time.
3. Any roster additions must be made **prior to game time of each teams' last game of the season.**

XI. PROTESTS

- B. A manager can protest an umpire's interpretation of the rules, provided the protest is made prior to the next official pitch. The protesting manager must make the umpire aware of the protest. The protesting manager must file a written report with the League Coordinator by 5 p.m. the next business day, along with the \$50 protest fee. (CHECK OR MONEY ORDER ONLY)
- C. Upon receiving the written protest and protest fee, the League Coordinator will determine the validity of the protest. If, in his judgment, the protest is valid due to a misinterpretation of the rules, he will call a meeting of the staff protest committee and address the protest. If the protest is upheld, the protest fee will be refunded.

XII. PLAYER CONDUCT

- A. Abusive profanity directed toward county representatives, players, umpires or spectators will not be allowed by players who are either on the bench or on the field. Offenders are subject to ejection from the playing area and the league.
- B. No smoking, gum or sunflower seeds are allowed on the field or in the dugout.
- C. If a player or coach touches an umpire or county representative in anger, or threatens to do bodily harm, before, during or after a game, he will be barred from the league indefinitely. The length of the suspension will be determined by Panama City Beach Sports Complex staff (**MINIMUM SUSPENSION IS FOR 1 CALENDAR YEAR IN ALL CCPRCAD ADULT ATHLETIC PROGRAMS**).
- D. Any player or coach ejected from a game may not play or coach at a minimum in his team's next 2 league games. A suspension must be served in the league in which it occurred. A player ejected for the second time during a season will be suspended for the remainder of that season. If a player or coach participates in a game while ineligible due to suspension, the game shall be declared a forfeit and the player or coach will be suspended for the remainder of the season. **NOTE: Scorekeepers are not required to notify said player prior to the start of the game concerning ejections. Failure to do so shall not affect a player's ejection for the season.**
- E. Fighting among players, coaches and spectators, or other conduct judged inappropriate by Panama City Beach Sports Complex staff may result in ejection of the individuals or teams

involved. If suspension is warranted, Panama City Beach Sports Complex staff will determine the length of the suspension. **(MINIMUM SUSPENSION IS 2 ADDITIONAL GAMES)**

XIII. THE SEASON

- A. The season will feature a 12-game minimum regular season schedule along with a post season tournament. Partially filled leagues will play schedules to be determined by the League Coordinator. The winning team will receive the championship trophy and t-shirts, and the losing team will receive the runner-up trophy.
- B. If a team forfeits two games during the season, the Panama City Beach Sports Complex reserves the right to drop that team from the league with no entry fee refund.
- C. After the schedule is complete, **there will be no changes or refunds.** Schedules will be emailed to the team managers.
- D. Rain-out games and playoff games will be scheduled based on available days (including Saturdays), not according to the specific days of the week on which participating teams may have played. All playoff games will be scheduled as soon as possible after the regular season ends.
- E. **Championship Tournament Games:** In leagues where a tournament decides the winners, the higher seeded team will be the home team until the championship game. Then a coin toss prior to the game shall determine HOME/VISITOR assignments. The time limit shall remain in all games until the championship game when the time limit will be waived. All other league rules apply.

XIV. PARK RULES

- A. No alcohol is allowed in the complex.
- B. No outside food or drinks will be allowed in the park apart from one team cooler with water or sports drink, or individual water or sports drinks. Please keep all drinks inside the dugout.
- C. Pets are not allowed in the sports complex.
- D. No sunflower seeds or shelled foods allowed in the sports complex.

XV. RAINOUT PROCEDURE

ALL games that are rained-out will be re-scheduled at the end of the regular season and managers will be notified. It is possible that teams will be asked to play "triple-headers" to complete the season in a timely fashion. No decision will be made before 5pm on game day!

XIV TIE-BREAKER

The following procedures will be used to determine the first-place finisher or to break ties for other places.

A) TWO-WAY TIE:

1) **Head-to-Head** - If two teams are tied with identical records, the winner is the team that won the game when the two teams played.

2) **Fewest Runs Allowed** - If the teams split their games, the team that allowed the fewest runs during the entire season will be declared the winner.

3) **Most Runs Scored** - If the teams remain tied, the team scoring the most runs during the season will be declared the winner.

4) If a tie remains, the team that allowed the fewest runs when they played each other will be declared the winner.

B) THREE-WAY OR MORE TIE:

1) **Head-to-Head** - If one of the three or more teams defeated each of the other teams during the season

2) **Fewest Runs Allowed** - If three teams or more are tied, the winner will be determined by the team that allowed the fewest runs.

3) If two of the teams still have the same total of runs allowed, the winner will be the team that won the game played between the two teams during the season. If the teams split their games, the team that scored the most runs during the season will win.

NOTE* Forfeit games will be recorded as a 7-0 score. This score can be used except when a disadvantage would occur to a winning team or an advantage would occur to a losing team.