



## Adult Coed Kickball Rules

Updated SP 2022

Official WKA Kickball rules will govern league play unless stated otherwise below

*The objective of FRRPD Adult Sports is to provide the opportunity for participants to benefit from a quality leisure time recreational activity which encourages fitness, healthy competition, fun and fellowship in the form of organized sports.*

Website Resources: <http://frrpd.com/adult-sports>  
Schedule and Standings: <https://playpass.com/frrpd>

### Behavior and Sportsmanship Guidelines

It is every player's responsibility to know the Player Code of Conduct and league rules and to abide by them. It is also every player's responsibility to respect and cooperate with the officials and facility attendant/scorekeeper. It is the responsibility of the team manager to insure proper behavior on the part of his/her team's fans.

### Divisions

FRRPD offers Coed Kickball.

Depending on the number of teams registered, Leagues may be broken into subdivisions of B/C and may further be divided by +/- . All Divisions are considered Recreational.

### Game Staff

Each game will have at least one umpire and one facility attendant/scorekeeper onsite monitoring all fields. In the event that no umpire is available the game(s) may be rescheduled, teams can use the field if they choose. Umpires will be responsible for umpiring the game, keeping track of the game time and runs scored. Umpire will notify teams when there is 10 minutes left. Umpires have the final say on rules interpretation, and all calls on field. Facility attendants/scorekeepers will advise the umpire on ineligible players, incomplete/incorrect lineups, and batting out of order. If there is a discrepancy between the score book and umpire's scorecard the score card is considered final. Managers are asked to please initial scorecards at end of game.

Conversations with officials/umpires will be kept to a minimum. Team managers, and only team managers, may address the officials. Managers may only address matters of rule interpretation or essential game information and must do so in a courteous manner.

### Team and Player Eligibility

Each team shall field no more than 10 players (with at least 4 females) at any one time.

Only players who have signed the roster and/or the player addition form are eligible to play.

Once we have reached the half-way point in the season new players cannot be added without prior approval.

Players must be 18 years of age or 15 years of age with parent permission.

Players may only be on one roster.

Once a player is on a roster, they are only eligible to play for that team; they cannot switch to another team at any point in the season.



## Rosters & League Fees

All teams must have a minimum of 10 players on their roster when submitted. Max roster is 18 participants. A complete roster is due on or before game time of your first game. Teams may submit a roster to the FRRPD office before your first game. Please make sure all players sign and fill out the appropriate information (including full first and last name that is on their state ID.) Players must have a valid state ID prepared to show prior to game time. League fees are due prior to the start of the season. If the complete charge cannot be afforded, a payment plan can be setup. If fees are not paid by the second half of the season the remaining balance will be automatically charged to the card on file. Late registrations and/or late payments may be subject to a \$10.00 late fee.

## Pick-Up Players

Teams can play with a minimum of 8 players, 4 must be female. In the event a team is short players they may use pick-up players from another team under the following guidelines

1. Team must start with a minimum of 6 rostered players from their own team and can pick up a maximum of 4 additional rostered players bringing the **total to 10 rostered players**.
2. "Pick up players" are only allowed to play with the same team up to 3 times.
3. Teams must have at least four female players for the game to be played.  
*Exceptions to rules related to game time roster may be considered if **both** managers are in agreement with the proposed exception. The game official should consider safety, fairness and the opportunity to maximize participation and enjoyment of the game.*
4. **For every player that is picked up it will count as a run against your team.**

## Schedules

Schedules will be handed out at the Manager's Meeting prior to the start of the season and will be posted on Playpass. In the event of changes to the schedule, managers will be notified by phone and by email, and Playpass will be updated. Managers are responsible for notifying their team of changes to the schedule. The schedule posted on Playpass on the day of the game, is considered the official schedule.

## Rules and Regulations

Official WKA Kickball Rules except where FRRPD League Rules take precedence.

## Score Books/Line Ups

The facility attendant/scorekeeper is responsible for keeping the book. Each team will provide the scorekeeper with the last name and first initial of each player clearly in the score book. Players must be present to be entered in the lineup. Once entered, the lineup is final, and the rotation of the batting order cannot be changed.

**NOTE: Late players may be added: please see below rules.**

Late arriving player must be announced to the official **before** their at bat.

Coed: If a male/female player arrives late they need to share/rotate a spot in the lineup with another male/female.



## The Playing Field

The field shall be established on any safe terrain suitable for play in accordance with the following provisions which equal the dimensions of a softball field.

1. The kickball diamond is a square with equal sides of 60 feet or about 20 paces with a base at each corner;
2. The distance from home plate to second base and from first base to third base is 84 feet 10 1/4 inches or about 28 paces.
3. The distance between any base and home plate shall be measured from the back corner of each;
4. An imaginary 1<sup>st</sup>-3<sup>rd</sup> base diagonal will determine fair kicking territory within the foul line. Anything short of the diagonal is considered a foul ball.
5. The pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or about 14 paces from home plate, and directly aligned with the 1<sup>st</sup>-3<sup>rd</sup> base diagonal
6. The pitching mound extends 12 feet from the center of the pitching strip
7. The kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Lines extending forward from the sideline cones perpendicular to the front of home plate make up the sides of the kicking box. The kicker is not required to start in the kicking box, however the kick must occur within the kicking box
8. The foul lines are fair territory.

## Equipment

Ball: Official Kickball, measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.

Cleats/Jewelry: No metal cleats or exposed dangerous jewelry.

Use of illegal equipment:

If observed before use in game, illegal equipment to be removed.

If observed during game play, the player is out, and the player is ejected.

If observed that illegal equipment has been used throughout the entirety of the game, the violating team will be forfeit the game.

Managers will be responsible for ensuring that players are properly and legally equipped.

## Team Requirements While Kicking

Teams may kick up to 12 "kickers" but must at least have 8 in order to start a game. At least 4 must be female.

Teams may add players anytime during the game but place them at the bottom of the lineup.

There is NO line-up order requirements. Males and females may kick in any order in the line-up

A team may not kick fewer players than they have in the field. 10 players in the field means at least 10 players in the lineup.

## Team Requirements while in the field

Teams may play up to 10 in the field (four outfielders, four infielders, defensive pitcher, catcher) but must have at least 8 to start the game.

Batting team will supply their own pitcher

A team cannot have any more than 2 more male than female in the field at any time (6M, 4F for example) while also ensuring they have 8 total players at least to start the game.



## **Substitutions**

Substitutions are allowed for kickers provided the sub occupies the same position in the batting order that has been vacated. Once a player has been replaced in the kicking order, they may kick again only if they return to the position in the order that they vacated.

Female players can only be subbed with another female player. However, male players can be subbed by a female player.

One courtesy base runner allowed per inning. If a player leaves the game due to injury an free courtesy runner may be afforded. If there is no player to replace that person, the team will be credited with an out one time and there will no further penalty.

If a player is thrown out of the game and there is no player to replace that person, the team will be credited with an out every time that player's batting position comes up.

## **Kicking**

1. The kicker will get one pitch thrown to them by their own pitcher. If the ball is kicked into foul territory, the kicker will receive one more pitch. On the second attempt, the kicker will be declared out if he/she kicks another foul ball.
2. In order to be considered a fair ball, the ball must be within the baselines and also passes the imaginary line that exists between 1st and 3rd base. A kicked ball that comes to rest before the imaginary line, without being touched by a player in the field, will result in a foul ball.
3. Once a fielder touches a kicked ball in fair territory (between the baselines), it automatically becomes a live ball.
4. A kick that is judged to be intentionally kicked short of the imaginary line between 1st and 3rd base will be deemed a "bunt" and ruled a foul ball. Bunts will be called solely at the discretion of the official.
5. All kicks must be taken inside the batter's box. Kickers may set up for the pitch within 3 feet of the box but must have their plant foot inside the box at the time of the kick.
6. A kick ruled by the umpire as out of the box will be ruled as a foul ball and if caught by a fielder, an out.
7. Kicking out of the box is determined at the sole discretion of the umpire.

## **Running**

1. No stealing is allowed; runners may leave the base when the ball is kicked. If a runner is off the base before a pitch is kicked, the runner will be called out and a no-pitch will be declared by the Official.
2. When a ball is thrown out of play, runners may advance to the next base.
3. A runner who is in fair territory and is struck by a kicked ball will be called out. An immediate dead ball should be called, the runner will be out, and the kicker will be awarded first base.
4. A fielder cannot obstruct (get in the way of) the path of a base runner unless he/she is in possession of or is making a play on the ball.
6. A runner will be called safe while running home if they cross the line of the batter's box ahead of the ball. A runner will only be called out at home plate if
  - a. A defensive player with possession of the ball tags home plate BEFORE the runner has crossed the line of the batter's box OR
  - b. The runner is tagged by a ball or thrown ball BEFORE crossing the line of the batter's box.



## Fielding

1. All fielder must remain behind the imaginary line that exists between 1st and 3rd base until the ball is kicked.
2. Runners may be put out in one of three ways:
  - a. A fielder tags the base that a runner is being forced to
  - b. A fielder uses the ball to tag a runner before that runner reaches a base
  - c. A fielder throws the ball and hits a runner before that runner reaches a base
3. Kickers will be ruled out if their ball is caught in midair.
4. Hitting a runner with the ball above the shoulders is illegal. A runner will be ruled safe and will advance 1 extra base, with the following exceptions.
  - a. IF, in the Officials opinion, the runner intentionally uses their head to block a thrown ball
  - b. IF, in the Officials opinion, the runner ducks and this action results in getting hit in the head.

## Playoffs/End of Season Tournament Play

Top 4 teams will make playoffs. All rostered players must play a **minimum of 4 games** in order to be eligible to participate in playoffs.

All playoff games will be 65 minutes or 7 innings, whichever comes first, with the run rule in effect.

In the event of a Tie: 1 inning only will be played with the international tie breaker rule.

The last batter out will start at second base. No pick-up players will be allowed for playoffs.

The Championship game will be 7 innings regardless of time, with the run rule in effect.

## Protests

All judgment calls will stand. Only rule interpretation calls may be protested.

When a matter of protest arises during the game, the manager of the protesting team must immediately before the next pitch, notify the umpire and opposing team that the game is being played under protest. The protest must be noted in the official score book.

This must be followed up by submitting a written report of the protest by 5:00pm the following business day, to the League Directors at the FRRPD office along with a \$10.00 protest fee.

The fee will be refunded if the protest is upheld.

**Protests of illegal players** must be made to the umpire prior to the top of the third inning.

Facility Attendant/Scorekeeper verify eligibility with the Umpire. If it is determined by the facility attendant that there are illegal players playing, the game will be called a forfeit. The game may continue as long as the illegal player has left the field (and dugout), but the result will stand as a forfeit.

## Ejected Player

An ejected player must leave the dugout and field of play within two (2) minutes following the ejection.

Failure to do so may cause the player's team to forfeit the game. Any player ejected from a game will be suspended for minimum of 1 game, and he/she must meet with League Directors to be reinstated.

*FRRPD Staff and Team Manager will report the player ejection to the Recreation Supervisor within 24 hrs.*

The ejected player and team manager **MUST** make an appointment to review ejection prior to playing again.

Should an ejected player attempt to play before meeting with the League Directors, his/her team will forfeit the game in which he/she played.

## No Drugs/Alcohol/Tobacco

Alcohol/Smoking is prohibited during game play, and will not be permitted on the field, in the dugout, or near the field of play.



## Player Code of Conduct

*The objective of FRRPD Adult Sports is to provide the opportunity for participants to benefit from a quality leisure time recreational activity which encourages fitness, healthy competition, fun and fellowship in the form of organized sports.*

Friendly competition and good spirited rivalry are expected. However, players, coaches, managers, umpires or spectators will not make disparaging or insulting remarks to or about opposing players, coaches, managers, officials, spectators, or FRRPD staff- use expletives or negative comments that may be heard by those in the stands and surrounding area of the playing field or commit other acts that should be considered unsportsmanlike. The game official will have discretion to warn teams and/or eject players.

The league directors may also issue suspensions for negative remarks or unsportsmanlike comments directed towards players, umpires, spectators or FRRPD staff. Conversations with officials/umpires will be kept to a minimum. Team managers, and only team managers, may address the officials. Managers may only address matters of rule interpretation or essential game information and must do so in a courteous manner.

- 1) No person shall: Be guilty of Objectionable demonstrations of dissent at official's decision or discuss with an official in any manner the decision reached by such official except the team manager. **Minimum Penalty:** Warning by the official. **Maximum Penalty:** Removal from game. (see player eject rule)
- 2) No person shall: Refuse to abide by official's decision. Officials are required to immediately suspend player from further play and report such player to the League Directors. Such person shall remain suspended until his/her case has been considered by the League Directors. **Minimum Penalty:** Placed on probation for the remainder of the season. **Maximum Penalty:** Suspension for two league games and placed on probation for the remainder of season.
- 3) No person shall: Be guilty of an abusive attack (verbal or nonverbal) upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the League Directors. **Minimum Penalty:** Placed on probation for the remainder of the season. **Maximum Penalty:** Suspension for one calendar year and placed on probation for one season upon returning to the league action.
- 4) No person shall: Be guilty of using unnecessary rough tactics in the play of the game against the body or person of the opposing player. Officials are required to immediately suspend person from play and report such player to the League Directors. **Minimum Penalty:** Probation for the remainder of the season. **Maximum Penalty:** Suspension for one year.
- 5) No person shall: Be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the League Directors. Player will remain suspended until his/her case has been considered by the League Directors. **Minimum Penalty:** Suspension for two league games and placed on probation for the remainder of the season. **Maximum Penalty:** Suspension for life and/or assault charges filed.

Any player being placed on probation for the remainder of the season and reported again for violating the "Player Code of Conduct" may result in further disciplinary action.

Any player removed from a game and asked by the official to leave the park or school facility must do so immediately. Failure to do so may result in further disciplinary action.