

NJ Coed Sports (NJCS) KICKBALL RULES – Rev. March 2016

** Denotes new rules for 2016

FIELD: Played on a full size turf field with regulation softball field measurements and some additional restrictions.

EQUIPMENT: Played with a regulation 10” World Adult Kickball Association ball. High Visibility Bases

INNINGS: A regulation game is 8 innings or 55 minutes, whichever comes first. - There is a 7 run limit (mercy rule) per inning except in the last inning where no limit exists except the 55 minute game limit.

If at minute 55 the game has not reached the bottom of the last inning, the umpire will stop the game and immediately begin the bottom of the last inning. If for example, the AWAY team scored 6 runs at the top of the last inning then the maximum runs that the HOME team can score at the bottom of the last inning will be 6 runs before the game is considered finished. If the game ends in a tie, then it will be a tie unless it's playoffs. Then we go to Playoffs Rules below.

****A game that plays for 8 innings and ends early:**

We are all here to enjoy more game time, not less. A game that ends too early will be considered a WIN for the winning team. The game will however continue for fun until minute 55 or close.

Both team captains can always elect to play on for 55 minutes while the umpire continues to keep score; both captains would need to agree on this. (Some captains may agree to do this towards the end of the season if they need to improve their Run Differential for playoffs purposes)

If the game ends early and it's a tie, then it will be a tied game and both teams will continue to play for fun. Both teams may elect to continue playing to break the tied score until minute 55.

COED RULES: 10 fielders (8 minimum).

Teams

- Team rosters shall consist of 12 or more players. Everyone on roster kicks.
- A maximum of 10 players on the field during play. **6 Males and 4 Females**
- A minimum of 8 is required at scheduled start time (minimum of 3 must be females). You can “borrow” a player who is part of another team except the opposing team to make up the minimum male or female needed to play the game and not forfeit. (Roster players must be the majority of the team)
- If your team has the minimum amount of male and females to play, you cannot borrow a player from another team.
- No more than 6 males on the field.

- If a team cannot field the minimum within 10 minutes after the scheduled start time, the game will be a forfeit unless alternate agreements are made by team captains, umpire and/or league manager.
- Only paid league members can play in the game unless a team is using a registered substitute; NO EXCEPTIONS.

This game is based on softball with some added rules

A. Fielders

- i. Must have 4 outfielders, 1 pitcher, 1 catcher, and 4 infielders
- ii. Outfielders must be at least 10 feet beyond the infield until kicker makes contact.
- iii. Infielders (including pitcher) must be behind the 1st to 3rd diagonal
- iv. Catcher must be at least 3 feet behind the plate

B. Pitching

- i. Strike Zone is the plate plus 1 foot on either side and 1 foot high. The height of the ball is measured from the bottom of the ball at the highest point of the last bounce.
- ii. Ball must be thrown underhand and the pitcher must stay behind the pitching line until the ball is kicked.
- iii. Ball must bounce at least 3 times before crossing the plate otherwise, it is a ball. If the third bounce lands on home plate, it will be considered a strike. The bounce of the ball when it reaches home plate cannot be higher than knee height and cannot be higher than waist high when thrown.
- iv. 4 Balls is a walk, 3 Strikes is an Out (foul after the 2nd strike is an out)
- v. The catcher must stay at least 3 feet behind and out of the way of the kicker until the ball is kicked. Once the kicker runs up, the catcher is allowed to follow, keeping a 3 foot distance at all times.

C. Kicking and Kicking Order

- i. All players must kick in alternating male / female order unless in the event of a team being short players and arrangements have been made between team captains PRIOR TO THE START OF THE GAME. Arrangements cannot be suddenly made in the middle of the game. A captain not reaching an agreement with the opposing team captain and the umpire before the start of the game and is unable to follow the kicking order rule will most likely cause their team to forfeit that game.
- ii. Ball must cross the plate before it is kicked or a foul ball is called
- iii. Fair balls must cross the bunt line in fair territory before it is touched
- iv. Balls touched before the bunt line will be foul balls
- v. NO BUNTING. Bunt line will be measured by the two cones on either side between home plate and 1st base and home plate and 3rd base (aka the commit line cone) and by the pitcher's mound.
****Bunting will determined by the umpire. A kick must appear to be made hard enough for it to cross the bunt line. Kick not made hard enough to cross the line, will be ruled a bunt.**
- vi. All kicks must be made by foot.
- vii. All kicks must be taken at or behind home plate or a foul will be called
- viii. A ball kicked in front of home plate may still be caught for an out
- ix. The kicking order cannot change unless due to injury where the player is simply removed from the lineup

A foul is:

- A ball landing in foul territory outside the base lines.
- A kick that lands in fair territory but travels into foul territory before passing 1st or 3rd base except when touched by a player.
- A kick made beyond home plate
- A kick that does not cross the “Bunt” Line (see Kicking)
- A ball that is fielded by a fielder before it crosses the bunt line

A ball is:

- A pitch outside the strike zone
- An un-kicked ball when a fielder crosses the 1st/3rd base diagonal
- Any catcher coming within 3 feet of home plate before the ball is kicked

An out is:

- Three strikes including a foul after already having 2 strikes.
- Any kicked ball that is caught in the air, this includes a ball that is kicked in front of the plate and called foul
- A force out on a base to which a runner is forced to run
- A runner touched by a ball at any time while not on base
- A runner leading off a base

Field

- The field is a standard Softball Field layout.
- The pitching area is located directly between 1st and 3rd base.
- The Bunt Line is measured by the two cones on either side between home plate and 1st base and home plate and 3rd base (aka the commit line cone) and the pitchers mound
- The Commit Line is the cone half way between 3rd base and home plate (see Running)

Substitutes (Sub / Guest Player) - A person who is NOT part of another team and is replacing a player who is not present at the game.

For insurance reasons, all subs must fill out a waiver and pay a \$10 sub fee BEFORE STEPPING ON TO THE FIELD. Failure to follow these instructions will cause that team to forfeit that game after it's played.

See League Policies for further info on using subs - <http://njcoedsports.com/league-policies/>

Regulation Games

- A regulation game consists of 8 innings, time permitting.
- Time permitting; both team captains and the umpire may agree to play an additional inning as long as it will not delay the next games. If that last inning cuts into next game's time slot, the game will stop and that inning will be annulled in its entirety.
- If the game ends in a tie, then the game is a tie. See "Playoff Rules" on tie breakers going into playoffs. Captains, make sure you understand how playoff tie breakers work before you agree to play another inning during the season to break a tied game.
- A game that is called off after 5 complete innings is considered a regulation game.
- If a game is called off before 5 innings every attempt will be made to make up the game. If the game is unable to be made up the game will be considered a tie.
- ****Forfeits count as a 0 - 7 loss against the forfeiting team.**

Fielding

- The defense consists of a Pitcher, Catcher, 1B, 2B, SS, 3B, and 4 outfielders.
- Outfielders must stay at least 10 feet away from the infield until the ball is kicked.
- No player may advance beyond the 1st/3rd base diagonal before the ball is kicked.
- If any player (except the catcher) advances beyond the 1st/3rd base diagonal before the ball is kicked the pitch is considered a ball or if the ball is kicked, and the fielder makes a play on the runner, the kicker is safe.
- Fielders must stand at a 45 degree angle when covering a base otherwise the runner will be safe. This rule is for the safety of the players and to avoid collisions. If there is no play at the plate then the fielder must move off of the plate to avoid collisions. Fielders must stay out of the baseline while runners are rounding the bases.
- "Modified" Infield Fly Rule: If the ball is popped up in the infield, the defense may not intentionally knock the ball down to get the double play. Unintentional drops will allow all players to advance safely. This is completely up to the discretion of the umpire and may not be argued.
- In the event that a team is short players, they may place defenders at any position on the field they see fit.

Ball in Play

- Once the pitcher has control of the ball in the pitching area (5 foot radius around the mound), the play is over.
- If the runner is already advancing to the next base, he/she may continue.
- This is COMPLETELY up to the discretion of the umpire and may not be argued.

Running Home:

- Runners passing the commit line between 3rd and home must advance to home plate.
- A runner on 3rd can remain on base and is not forced to come home if he does not have to.
- **No head first diving or sliding into home at any time.**
- Aside from pegging a runner with the ball that is going home and in order to avoid collisions, a fielder may also force out a runner who has advanced passed the commit line and is approaching home plate. The force out at home rules applies even if there are no other runners on 2nd base running to 3rd base.

The way to force out a runner going to home plate and has passed the commit line will be by stepping on home plate with the ball before the runner gets to the “safety home plate” to score. A fielder cannot tag out a runner while holding the ball. Remember: pegging and force out at home plate are the only ways to get the out.

Running

- **** A runner may advance 1 base if a miss throw in effort to throw that runner out results in the ball being thrown past the 1st baseman and onto another field.**
- Runners approaching any base including home plate may be thrown out by hitting them directly with the ball (only shoulders and below count) Hitting the runner in the head or neck is prohibited. This call is up to the discretion of the umpire and may not be argued.
- If a runner is hit by the ball, the play remains live.
- If a runner intentionally runs into a fielder, or is out of control when running and runs into a fielder, they will be called OUT. This is completely up to the discretion of the umpire and may not be argued.
- Runners must stay in the base line after rounding the bases. If a runner leaves the baseline in order to get away from a fielder they are considered out.
- If a fielder interferes with a runner in the baseline, the runner safely advances to the base they were approaching.
- Leading or stealing is not allowed. A runner leading off a base before the ball is kicked is out.
- **No diving or sliding into any base at any time. No head-first sliding.**
- If the runner is hit above the shoulders the runner safely advances to the base they are approaching.
- If a runner intentionally uses the head or neck to block the ball the runner is OUT.
- Tag ups are allowed.
- All ties between the fielder and runner go to the runner.

Out of bounds ball - a ball that touched fair territory and then bounced outside the fence.

An out of bounds ball is considered Ground Rule Double.

Pinch Running: A pinch runner may only be the same sex as the runner coming off the base; and it must be the player that was last up to bat and that is not on base at the time the pinch runner is needed.

Playoff Rules

The top 4 teams will go to the playoffs based on season rankings. The top teams will be determined by record (3 points for a win, 1 point for a tie, 0 points for a loss).

In case there is a two-way tie between teams, the following tiebreaker system will be used:

- ~ Head-to-head matchup – winner of head to head game during the season.
 - ~ If there is still a tie or if both teams played each other twice and both have a 1-1 record we will move on to Head-to-head run differential (Head-to-head runs scored minus runs scored against)
 - ~ Overall season run differential (Overall season runs scored minus overall runs scored against)
 - ~ If a tie still persists, the team with the most amounts of forfeits will be seeded lower.
- If a tie still persists, a coin flip will determine the winner.

In case there is a three-way (or more) tie between teams, the following tiebreaker system will be used:

- ~ Head-to-head matchup
- ~ If the winner of the head-to-head matchup can't be determined (i.e. 2 teams played each other twice), then the head-to-head run differential will be used and compared for all 3 teams. (i.e. Average Runs scored minus average runs scored against). Whoever has the highest average run differential will take the higher playoff seed.

Average run differential will be used when two tied teams in the three-way (or more) tie played each other twice. If Team A and Team B played each other twice and Team C (and D) only played them once, we will use the average score for Team A and Team B's two games. To determine this, we will add up the runs scored for both teams in both games and subtract runs scored against. This number will then be divided by 2 to determine the average.

- ~ Overall season run differential (Overall season runs scored minus overall runs scored against)
- ~ If a tie still persists, the team with the most amounts of forfeits will be seeded lower.
- ~ In the case that a tie still persists, a coin flip will determine the winner.

In the event of a tie in tournament extra innings will be played with the same rules listed above to determine a winner.

Forfeits: If one of these teams in the tiebreaker forfeits anytime during the season, that game will be counted as a 7-0 loss for the forfeiting team.

Rainouts

Keeping your safety in mind, we will make every attempt to play a game except during hazardous weather conditions. We will always alert you via email if we are to have a delayed start or will be postponing a game altogether. We will make every attempt to make up a rained out game including moving the game to another field or day. NJCS reserves the right to shorten the season due to two or more cancelations due to bad weather.

**** DENOTES NEW RULE FOR 2016**