



Adult Co-Ed Kickball League: 2023 Program Information & Rules

City of De Pere Parks, Recreation and Forestry Department

CITY OF DE PERE

April 2023

Coed Kickball Information & Rules

City of De Pere Parks, Recreation and Forestry Department

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The league will be governed by these guidelines, along with those outlined in the Adult Athletic League Policies.

GENERAL INFORMATION

Registration

Registration begins Monday, April 24, 2023, at 7:30am. To secure a spot in the league teams must turn in their completed team roster with all necessary fees no later than Friday, May 19 at 11:00am.

The team fee is \$150, resident player fee is \$22, and non-resident player fee is \$42. You may submit payments via check, or credit card. Only 2 checks will be accepted (1 for team fee, 1 for player fees).

Rosters

Teams must have a minimum of 10 players (maximum of 20) on their roster when submitted. "Resident" teams will be those having 8 or more residents on their roster. De Pere Community Center staff will verify players' addresses.

Apparel

Closed-toed athletic shoes are required. Metal cleats are not allowed. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage.

Equipment

Bases will be set at 60 feet. The 43" pitcher's mound will be used.

Kickballs will be 10" in diameter and red. Appropriate substitutions may be used at the discretion of the scorekeeper/umpire if the Department provided kickballs are unable to be used at any time during a game. Both teams must agree upon a new ball before the game proceeds.

GAME SCHEDULE & LOCATION

Games will be played on Sunday evenings at the VFW Park softball diamond. League play will begin on Sunday, June 5th. Games will start at 3:30pm and will be scheduled in 1-hour intervals.

Managers / Coaches

Only the players and managers are allowed in the team's dugout.

Managers are responsible for ensuring their dugout is clean after their team's game.

Two members of the team at kick must coach first and third base. The base coaches will assist in retrieving foul balls and may switch with other team members to remain in the proper kicking line-up.

Innings & Playing Time

Each game will consist of 7 innings or 50 minutes of playing time.

- 5 full innings constitute a game.
- No new inning may begin after 50 minutes of playing time has elapsed.
- Extra innings: Runner starts on 2nd base (runner is last out of the inning prior).

Line-Up

A maximum of 10 players and a minimum of 7 players will be allowed on the playing field.

- Teams must start with 7 players: 3 men and 4 women, or 4 men and 3 women. If teams have 8 or more players they must have an equal number of males and females, or more females than males.
- Every other kicker should be male/female.
- Teams with less than 7 players on the field at any time will forfeit their game.
- Game forfeits may be declared if teams do not have their line-ups (complete with first and last names), into the league official 5 minutes prior to their scheduled game time.

Players already in the batting order may not switch to another spot in the line-up. Once a player subs in at a specific batting spot, they may only kick at that spot for the remainder of the game.

Men and women must alternate defensively on both the infield and outfield.

Subs

Players not in the game may substitute in and out, both on the field and at kicking.

Once a player subs in at a specific batting spot, they may only kick at that spot for the remainder of the game.

The pitcher may only be replaced on the mound once per inning.

Pitcher / Pitching & Catcher

The pitcher must stay behind the pitching strip until the ball is kicked, and all other fielders besides the catcher must start play and remain behind the 1st-3rd base diagonal until the ball is kicked.

- No player may field in front of the pitcher other than the catcher.
- No fielder can run in front of the pitcher while the pitch is being delivered. This includes the catcher running out from behind home plate. Once the ball has been kicked, then players can move.
- The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked.
- The strike zone extends to 1 foot on either side of home plate and 1 foot high.

No curve balls (only straight pitches) for women. Curve balls are allowed for men.

The pitcher may only be replaced on the mound once per inning.

Kicks

All kicks must be made by foot and occur at or behind home plate.

- A kick in front of home plate is called a "foul".
- The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate.
- Bunting is not allowed.

Runners

Runners must stay within the baselines.

- Runners may choose their path from one base to the next and may follow a natural running arc.
- Runners are free to change course to avoid interference with a fielder making a play.
 - When attempting to avoid a ball tag, runners may move no more than 4 feet outside of their established path.
- Runners hindered within the baseline by a fielder not making an active play on the ball shall be safe at the base to which they were running.
- Neither leading off nor stealing a base is allowed. The runner will be automatically out.

A runner hit above the shoulders is safe, and advances 1 base. Runners receive 1 base on an overthrow.

Fielders

Fielders must stay out of the baselines.

- Fielders trying to make an out on base may have their foot on base but must lean out of the baseline.
- Hitting a runner with the ball above shoulder level is not allowed.
- A runner hit above the shoulders is safe, and advances 1 base.
- Runners receive 1 base on an overthrow.

If, at the official's judgment, he/she believes that the fielder purposely drops a fly ball in order to turn a double play, the batter will be called out and the runner(s) will return to the bases they had just occupied.

Strikes, Fouls, & Balls

The pitch count will be 3 balls, 2 strikes.

- Once a kicker receives 3 balls, the ball will be placed on home plate, and the kicker must attempt to kick the ball. The 2-foul rule still applies.
- A count of 2 strikes or 2 fouls constitutes an out.
- The strike zone extends to 1 foot on either side of home plate and 1 foot high.

A **strike** is:

- A pitch within the strike zone not kicked.
- A pitch within the strike zone missed by the kicker.
- A kicked ball that is considered foul.
- A pitch not considered a ball.

A **foul** is:

- A kicked ball landing out of bounds.
- A kicked ball landing in bounds but traveling out of bounds on its own before reaching 1st or 3rd base.

A **ball** is:

- A pitch outside of the strike zone.
- An illegal "bouncie".
- Any fielder advancing on home plate before the ball is kicked.
- Any catcher crossing home plate before the kicker or failing to field behind the kicker.
- A pitch that is higher than 1 foot at home plate.
- A pitch not considered a strike/foul.

A **fair ball** is:

- A kicked ball landing and remaining in fair territory.
- A kicked ball landing in fair territory and then traveling into foul territory beyond the 1st or 3rd base.

Outs

A count of 3 outs by a team completes the team's half of the inning.

An **out** is:

- When the ball touches a runner at any time while not on the base.
- Any kicked ball, fair or foul, that is caught.
- A ball tag on a base to which a runner is forced to run.
- A runner off of his/her base when the ball is kicked. (i.e. Leading or attempting to steal a base.)
- A count of 2 strikes/fouls.

A count of 2 strikes or 2 fouls constitutes an out.

Ties

Tie games will play out until a winner is determined. After the completion of 8 innings if the score is still tied, beginning at the start of the ninth inning, a runner (the last out of the prior inning) will start on 2nd base.

Rain Outs

Any partial games (games played less than 5 full innings) that are rained out will be replayed from the beginning. Teams will be notified if games are canceled due to weather. Umps will call games at the field if weather conditions become a concern.

Game Forfeits

Teams having less than 7 players on the field at any time will forfeit their game.

Game forfeits may be declared *only by the official* if teams do not have their line-ups (complete with first and last names), into the league official 5 minutes prior to their scheduled game time.

The score of a forfeited game will be 7-0.

Illness / Injury

In case of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding position and kicking order previously held.

All injuries and/or need for first aid must complete an injury report with the umpire.