



2023 Village of Horseheads Parks & Rec Co-Ed

Kickball Rules

League Format:

- Coed: 10 v 10 (5 males 5 females)
- We will not have umpires present during the regular season until the playoffs. We ask that you be mindful of these rules and work well with opposing teams in determining the correct call on the field.

Team Size:

- Teams must have a minimum of 10 players on the roster, though it is suggested to have 15 players on the roster
- Teams must have at least 8 players to play a legal game (at least 4 females).
- A team may not play more than 10 players (at least 4 females) in the field.
- Every player present is required to be in the kicking lineup
- If playing with 4 girls, you must have at least 2 in the infield and 2 in the outfield.

Equipment

- Village of Horseheads Parks and Recreation will provide field equipment. This will consist of a 10-inch playground ball, bases, and cones.

Regulation Game

- Games will be played with a 1-hour time limit. If the game goes over 1 hour you will finish the inning you are playing. If home team is up, then the game is over. If before one-hour teams will call last ups and play the finishing inning.
- In the event of a tie after the allotted time, teams will play a maximum of 3 extra innings to determine the winner. If nobody wins it will be ruled a tie.
- Games start on time! Teams must be prepared to play. The minimum number of players (8) shall be present at game time. Forfeit time is 15 minutes from scheduled game time. If there is a minimum number of players at game time, the game shall begin.

*The game will be called in the event of inclement weather that leaves the field condition unplayable. Horseheads Parks & Recreation will attempt to reschedule any canceled games. A halted game will be called if not completed due to weather. The game will be rescheduled. The game will continue from the point of interruption (halted).

Pitching

- The pitcher must plant their foot on the pitching strip as they wind-up to pitch. No running up to the strip to launch a pitch. Pitches must be underhanded. Any side-arm or over-hand pitches will be considered a ball. Any portion of the ball must cross over the rectangular home plate to be considered a strike. The ball may not be more than 6 inches off the ground as it crosses the plate (bouncy).
- The pitcher must stay at or behind the pitching strip until the ball is kicked. Failure to do so results in a ball.

Kicking

- All kicks must occur at or behind home plate. Both feet must be on or behind home plate at the time the ball is kicked. A kick must remain within bounds until it crosses past first or third base.
- Males must kick ball past 1st to 3rd line. If ball does not go past, it will be deemed a re-kick.
- Females must kick ball past "20 ft" line. If ball does not go past. It will be deemed a re-kick.

Kicking Order

- Kicking order: Alternate (boy, girl, boy, girl, etc.)
- If required, females will kick multiple times throughout the kicking order.
- Males do not take an additional turn throughout the kicking order.

Catching

- The catcher must start behind the kicker until the ball is kicked. The catcher shall not interfere with the kicker in any way. Failure to abide by this rule results in a ball.

Bunting

- Bunting is **not** allowed. A bunt is defined as a kick that does not travel past the 20-foot line/markers and remain in fair territory. Any kick that does not travel past the 20-foot line/markers will result in a foul.
- If you do not follow through with a proper kicking motion it will be deemed a bunt. If a bunt is called on the field, it will result in a re-kick.

Running

- Runners must stay within the baseline. Fielders must stay out of the base line unless they are attempting to tag a runner out or catch the ball.
- Neither leading off a base, nor stealing a base is allowed. A runner may only move off his/her base after the ball has been kicked and you can't pass the runner in front of you. The instances above result in outs.
- Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders (neck or head) is safe. Exceptions: If the runner intentionally uses his head to block the ball. The runner is out. If the runner is ducking, diving or sliding (i.e. attempts to dodge the ball) and is hit in the head or neck because of this, they are out.

Fielding

- All infielders must stay behind the imaginary line stretching from 1st to 3rd base until the ball is kicked.

