



# 2025 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.
- If there are 5 females present to play, a team must field 5 female and 5 males.
- When fielding 5 males and 5 females, there must be 2 females in the infield, 2 females in the outfield and either the pitcher or catcher.
- 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.
- If playing with 4 girls, you must have at least 2 in the infield and 2 in the outfield.
- Every player present is required to be in the kicking lineup and will be required to play on defense during the game.

## **Equipment**

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

## **Regulation Game**

- Games will start at 6:30PM when there are adequate players to start. The minimum number of players (8) shall be present at game time. If there are not enough players to start the game, a delayed start can be moved to no later than 6:40PM. If one team is ready to play at 6:40PM and the other is not, the team not ready to start play will forfeit the competition.
- Games will be played with a 1-hour time limit. After 1 hour of play, teams will finish the inning you are playing. If the home team is up, then the game is over.

- In the event of a tie after the allotted time, the game will go into extra innings. If one team is ahead at the end of an extra inning, the game is over. Teams may play a maximum of 3 extra innings to determine the winner. If nobody wins it will be ruled a tie.

\*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).
- If the pitch is outside the ball's width of home plate (10 inches) or more than 6 inches above home plate the pitch will be called a ball.
- The pitcher must stay at or behind the pitching strip until the ball is kicked. Failure to do so results in a ball.

## **Kicking/Bunting**

- 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. If the ball goes past first or third base in the air, it must land in bounds to be fair.
- Kickers must make a full kick attempt at the ball with follow through.
- Bunting is **not** allowed. A bunt is defined as a kick that does not have the pace to make it to the field of play in a timely manner and/or not have kicker follow through.
- If the kicker does 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.

## **Kicking Order**

- Teams will exchange kicking lineups before the start of the game.
  - All persons in the kicking line up will be required to play on defense during the game.
- Kicking order: Alternate Gender (male, female, male, female, 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.

## **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.
- There will be no infield fly rule. Fielding players are allowed to let the ball drop from a pop up.
- There will be no dead ball/over though rule. If there is an over though on first or third the defense team must retrieve the ball and return to play. Runners can advance at their own peril.