

Updated 09/01/16

City of North Richland Hills Adult Co-Ed Kickball Rules & Regulations

Game Structure

1. Games will be 7 innings long or 50 minutes, whichever comes 1st.
 - a. In the event of a tie after 7 innings or the allotted time, there will be a custom tiebreaker.
 - i. The last batter in the previous inning will start on 2nd base.
 - ii. Teams will only be given 1 pitch.
 - iii. Played until a winner is confirmed
2. An official game will be 4 innings or 3 ½ if home team is ahead.
3. Base paths will be 60'.
4. If a team does not have enough players (8 with at least 4 females) at game time there will be a 5-minute grace period. After that period, the game is declared a forfeit.
5. A coin flip at the pre-game managers meeting will decide home/visitor.
6. 1 home run over the fence will be allowed per team.
 - a. Each additional home run will be declared a dead ball double and runners will advance 2 bases.
7. Teams will fill out a line-up card before every game indicating their players participating in the game.
8. Run Rule: 20 after 3, 15 after 4, and 10 after 5. The flip flop rule will be in effect.

Rosters

1. A team must have a minimum of 10 players (5 males & 5 females) on their roster and may have a maximum of 20 players.
 - a. Players must be at least 16 years old.
 - i. Players under the age of 18 will need a parental consent form to be signed.
 - b. You may add/drop players anytime during the season, except during the week of playoffs.
2. Teams may play with a minimum of 8 players in the field. Teams are allowed a maximum of 10 players in the field during a given inning.
 - a. A team must have a minimum of 4 females to play. A team can play more females than males of any combination.
 - b. If playing with 9, teams can play 5 males & 4 females.
 - c. Teams with 7 players or less will result in a forfeit.
3. If a team does not have enough players before game time to meet the minimum requirement for play, a provision can be presented to allow for players currently on another team roster to participate in the game.
 - a. The opposing manager will only be allowed to approve or reject this provision for additional players and cannot decide which players will be selected. Once the approval is acknowledged by the manager, the decision is final. It is still the manager's responsibility to bring any potential player questions to the umpire's attention regarding this provision.
 - b. A team can only add player(s) to meet the minimum requirement (8 players with a minimum of 4 females) for play and cannot exceed a maximum number of 3 players from another team.
 - c. The player(s) that have been added to the lineup up for that particular game must bat in the lowest spot available in the batting lineup for that gender.
4. Teams may use a continuous lineup to allow everyone to kick that is available.
 - a. Batting order must go male/female or female/male all throughout the lineup.
 - i. At the end of the lineup, females will be allowed to kick back to back.

- ii. Males will be allowed to kick back to back at the end of the lineup but an out will be called for each vacant female space in the batting line-up.
- 5. If batting entire lineup, unlimited substitutions will be allowed but players of the same gender must substitute for each other. (Males for males, females for females)
 - a. Re-entry rules will apply if not batting entire lineup
- 6. If a team wants to protest a roster issue, they must go to the umpire while the game is in play.
 - i. You MUST protest a player eligibility during that players 1st at-bat
 - ii. Protests after his/her first at-bat will not be accepted

Playing Rules

1. All basic baseball/softball rules will apply to:
 - a. Number of outs per inning (3)
 - b. Fair/Foul balls
 - c. Tagging Up (Runners may tag on "first touch" of the ball by the fielder)
 - d. NO Infield Fly Rule
2. Each team will pitch to its own kickers.
 - a. The pitcher shall not interfere with the play on the ball.
 - i. If it so happens, the ball will be ruled a dead ball.
 1. Ruled a bad kick
 - ii. If the pitcher deliberately gets in the way, the runner may be called out. (Umpires discretion)
3. A batter has 3 attempts to put the ball in fair territory.
 - a. After 3 unsuccessful attempts, the batter will be called out.
4. NO bunting is allowed.
 - a. It will be solely umpire's judgment if the kick was a bunt and ruled an unsuccessful kick.
5. The catcher will be behind the kicker and may not cross home plate until after the ball is kicked.
6. Fielders must stay inside the foul lines and beyond the 40' line until the ball is kicked.
 - a. Positions are not designated and the fielders may position themselves anywhere in the playing field.
7. Fielders must throw the ball to each base. No kicking of the ball will be allowed for fielders.
8. Kickers must kick the ball at or behind home plate and inside the kicker's box.
 - a. If the ball is kicked in front of the plate and in the field of the play, the kick will be called dead and declared an unsuccessful.
 - i. If this takes place on the 3rd attempt, the batter will be out.
9. A player may not leadoff or steal at any time.
 - a. You may not leave the base until the ball is kicked.
10. Pinch Runner: A team may use a pinch runner once per inning. It may be any eligible player in the lineup or substitute of the same gender. If the pinch runners spot in the lineup comes to bat while the runner is still on base, an out will be awarded. Teams may only use an additional pinch runner if a player gets hurt on that play.
11. A player will be an out if:
 - a. The defensive team uses a force out on the play.
 - b. The defensive team throws the ball at a runner in the base path and hits them anywhere waist or below. The ball MAY hit the ground prior to striking the runner as long as the contact is made waist or below.
 - i. A runner shall be declared safe if he/she is hit by a thrown ball above the waist.
 - ii. A runner shall be declared safe if unnecessary force is used to hit a runner with the ball (Umpires discretion)
 - iii. A runner shall be declared out if the runner ducks or slides, to avoid contact of the ball thrown at waist level, resulting in the runner being hit above the waist. (Umpires judgment)
 - c. A player may tag a runner with the ball shoulders or below. (Ball in hand)
 - d. 3 unsuccessful kicks have taken place.
 - e. A runner is hit anywhere with the ball in fair territory after it was kicked by a player on their own team.

- f. A ball is caught in the air in either fair or foul territory.
- g. Outside the base path (Umpires discretion)
- h. Leaving a base before the ball is kicked

Player Conduct

1. This is a recreational league and intended for participants to have fun! Therefore there will be a strict policy regarding player conduct.
2. No foul language or inappropriate behavior will be tolerated.
 - a. A player can be ejected from the game without warning based on the umpire's discretion.
 - b. If a player is ejected from a game, he must leave the playing field. The player must then go to the parking lot. The umpire has the right to demand the player to leave the park entirely.
 - i. The Athletic Coordinator will review the ejection and has the right to suspend the player for any amount of games and/or remove the player from the league if deemed appropriate.

Miscellaneous

1. Game balls will be provided by the North Richland Hills Parks & Recreation Department.
2. Uniforms are not required but it is courteous to wear similar team colors.
3. No metal cleats will be allowed.
4. In case of inclement weather, please call the Rainout Hotline (817-427-6606) after 3:30pm on game days.
5. Game schedules when available will be on www.teamsideline.com/nrh
6. The Parks and Recreation Department reserve the right to add, delete or amend the rules and regulations or policies for the betterment of the program.
7. The Parks and Recreation Department can approve/disapprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.
8. The Parks and Recreation Department can make schedule adjustments as deemed necessary
9. If you have any questions please contact Brian Chapin, Athletic Coordinator, at bchapin@nrhtx.com or 817-427-6619