

CHESTERFIELD TOWNSHIP & NEW BALTIMORE  
PARKS AND RECREATION DEPARTMENTS  
PRESENT:

# **ADULT CO-ED KICKBALL RULES AND REGULATIONS**



[parks.chesterfieldtwp.org](http://parks.chesterfieldtwp.org) (Chesterfield)

[www.nbrecreation.org](http://www.nbrecreation.org) (New Baltimore)

Find and Like Us on Facebook at:

[Chesterfield Township Parks & Recreation](#)  
[New Baltimore Parks & Recreation Department](#)

## **ELIGIBILITY**

Teams will consist of individuals that have reached the age of eighteen (18) years old prior to July 1, 2018.

## **ROSTER**

1. Team roster will be limited to a maximum of sixteen (16) players. Any player listed over sixteen (16) will be declared ineligible for participation in the league.
2. Team rosters must be turned in prior to the start of your first game. Any team failing to submit an official roster to the Chesterfield Township/New Baltimore Parks and Recreation Departments before the start of their first game will not be permitted to play until the roster has been received.
3. Team rosters are considered final after the teams fourth game played. Once a team's fourth game has passed, deletions or additions to the roster will not be allowed.
4. No player can play for two teams in the same league. Any player caught doing may be suspended from league play at the discretion of the Chesterfield/New Baltimore Parks and Recreation Departments and any games in which the offending player has played will be forfeited.
5. Players may be required to present a picture ID in order to verify eligibility at the game site during the regular season and playoff games.

## **GAME PLAY & SUBSTITUTIONS**

1. A team must have a minimum of 8 players to begin play: four (4) males and four (4) females. Failure to do so will result in a team forfeit.
2. All league games will be seven (7) innings in length or on a sixty (60) minute time limit whichever comes first. No new inning will start after sixty (60) minutes have expired. The official 60 minute game clock starts when the umpire calls the teams to the field.
3. Games will start promptly at their scheduled game time. In the event when a game prior runs late, the next game will start immediately following the conclusion of the preceding game.
4. A five (5) minute grace period is allowed for teams waiting on arriving players. The five (5) minute grace period will go into effect promptly at the schedule start time of the game. A team will be issued a forfeit if they are unable to field an eligible team after the five (5) minute grace period has expired. The game clock will start promptly at the scheduled game time whether a grace period is utilized or not.
5. A batting order must be submitted to the umpire and opposing team at the start of the game. Only players in the lineup are eligible to play the field. Once a player is substituted out of the batting order, that player may not re-enter the game.

## **PITCHING**

1. A strike will be called if the ball is rolled and crosses anywhere between the two inside lines of the batter's box closest to home plate.
2. Pitches that are outside of the lines will be called a ball.
3. Pitches that bounce too much or are deemed too fast by the umpire will be ruled illegal and called a ball.
4. The pitcher must have at least 1 foot on or behind the pitching rubber when they release the ball. A pitch rolled without a foot on or behind the pitching rubber will result in a ball.
5. Pitches must be rolled in a smooth underhand motion. Fake pitches (balk), side-arm rolls, or any pitch deemed irregular by the umpire will be ruled illegal and called a ball.
6. Pitches that have curve or spin are legal and will be called according to where they cross the kicking zone.

## **BATTING (KICKING) & BASE RUNNING**

1. The kicking order will alternate male and female or vice versa.
  - a. If two men bat back to back an out must be taken.
  - b. If there are more women than men in the lineup it is acceptable to bat women back to back.
  - c. If there are more men than women, women may not bat out of order to maintain the male/female sequence. The team must take an out or any additional males must not bat.
2. Each player will start with a ball and strike (1 and 1 count).
3. A player will be granted an extra foul ball after they have reached 2 strikes. A second foul ball will result in an out.
4. Every player (up to the max of 16) who is listed in the lineup must kick regardless if you have played the field or not.
5. A kicked ball is considered in-play until the pitcher has the ball in his/her possession in the pitcher's circle.
6. BUNTING IS ALLOWED but must travel beyond the bunt circle in order to be considered a fair ball in play. Any ball that does not travel past the bunt circle will be called a foul ball.
7. Runners may not lead off or steal. If a runner is off the base before the ball is kicked they will be ruled out.
8. Runners wishing to advance on a caught fly ball must tag up before advancing. If a runner leaves the base early they will be called out.
9. No head first sliding is allowed.

## **FIELDING**

1. Ten (10) players max or a minimum of eight (8) play defense as long as it is an equal number of men and women in the field. There may be more women than men but never more men than women playing the field at any time.
  - a. In instances where teams do not have the max ten (10) players, the fielding team isn't required to provide a catcher as long as the kicking team is willing to retrieve and return the pitches back to the pitcher. This must be decided between the two teams prior to the start of the game and agreed upon between both and the umpire.
  - b. Kickers please do not stop the ball with your foot when retrieving the ball for the pitcher. You must stop the ball with your hand or let it hit the backstop. The umpire has the authority to charge a foul ball to the kicker who uses their feet to stop the ball.
2. Males and females do not have to alternate defensively, but there needs to be an equal number of males (3) and females (3) in the infield, and in the outfield (2) males and (2) females. The pitcher and catcher are considered infielders and may be of the same gender provided all other rules are followed. Teams may play with more females than males.
3. OUTFIELDERS: Will be required to begin every play with both feet completely on the outfield grass. If an outfielder who is on the infield dirt before the pitch is kicked (illegally positioned) fields the ball, a dead ball will be called and the kicker will be awarded first base and all other runners will advance one base whether they are forced or not.
4. All defenders must stay behind the pitcher's mound until the ball is kicked. Failure to do so will result in the kicker being safe at first and runners will advance one base.
5. If a ball is thrown out of play all runners will advance a maximum of one (1) base.
6. Runners must stay within the baseline and fielders must stay out of the baseline. Runners who are interfered with by a fielder will be ruled safe at the discretion of the umpire.
7. Hitting a runner in the head or neck with the ball is not allowed and runner will be ruled safe. When hitting a player to record an out the ball must hit the player between shoulders and shins. Any runner who ducks into or uses their head to block the ball will be called out. Any player who intentionally throws the ball at another players head will be ejected by the umpire.

## **MERCY/RUN RULE**

1. If either team is leading by 12 or more runs after the fifth inning the game is over (home team leading by 12 or more runs after the top of the fifth does not kick)

## **EQUIPMENT**

1. Chesterfield and New Baltimore Parks and Recreation Departments do not provide uniforms for teams.
2. Uniforms are not required but team shirts are suggested.
3. Chesterfield and New Baltimore Parks and Recreation Departments will provide kickballs for game play, and scorebooks for keeping score.
4. All players must wear close-toed shoes to participate. Shoes/cleats with metal spikes or detachable (screw in) cleats are illegal. Only solid rubber or plastic molded cleats are legal.

## **FIELD SPECIFICATIONS**

1. 60 foot bases.
2. 50 foot pitchers mound with 8 foot pitcher's mound circle.
3. 30 foot bunt arc.

## **DISCIPLINE**

1. Ejection from a game will result in an automatic suspension for the teams next scheduled game for the offending person.
2. Any person ejected for fighting will be removed from the league and banned from further participation in any Chesterfield/New Baltimore Parks and Recreation Departments adult sports leagues.
3. Unsportsmanlike conduct will not be tolerated and the umpire or any Chesterfield/New Baltimore employee has the right to remove any person from the park to ensure a safe environment for other players and spectators.
4. Absolutely no alcohol is allowed in any park and smoking is not allowed.

## **STANDINGS AND RULES**

1. Teams will be ranked by wins and losses.
2. Ties in league standings will be decided by head to head results of the tied teams. The second tie breaker is total runs scored for the season. The third tie breaker is least runs allowed on the season.
3. Standings, rules and other kickball information can be found by visiting our websites.

## **CANCELLATIONS**

All game cancellations made by the departments will happen prior to 4:30pm. After 4:30pm all cancellations will happen on the field. For information on cancellations please follow us on our Facebook page.