

Carroll County Co-ed Kickball League

2009 League Rules

REGULATION GAME

- Forfeit Time: Game time is forfeit time. There is no grace period!
- Length of game: Games will last for 7 innings, or 55 minutes, whichever comes first. A game is considered official after the 5 innings (4 ½ if the home team is leading.)
- There is a limit of 9 runs per inning, except in the last inning of play.
- The slaughter rule will be 10 runs after 5 innings.
- A game may end in a tie. At the umpire's discretion, extra innings may be played if still within the 55 minute time limit.

TEAMS

- All players must sign the League roster/waiver form before playing in a game. Failure to do so may result in ejection and forfeit of game(s) played.
- All teams should keep an official score of the games. The league will provide teams with scorebooks.
- Teams will consist of a maximum of 10 players on the field, with a minimum of 8 players on the field. At least 5 fielders shall be women. Up to 14 players may kick; however, men may not kick back to back.
- Teams may play with 8 players; however, outs will be taken for the 9th and 10th spot in the lineup. Teams must play with at least 3 women, with outs taken for those spots in the lineup. When a team only has 8 players, the opposing team will provide a catcher for the sole purpose of returning the ball to the pitcher.
- Players must play in at least 2 games to be eligible for the end of year tournament.
- All players must wear their league issued shirt to play in a game. Shirts must be worn on top of any sweatshirt or jacket.

KICKING

- All kicks must be made by the foot (below the knee). Failure to do so will result in the kicker being called out.
- All kicks must be taken at or behind the home plate. This is determined by the position of the front of the plant foot. If the ball is kicked in front of home plate, the kicker is out and the base runners do not advance.
- Kickers may not stop the ball with their foot and then kick it. If this "double-kick" occurs, the kicker is out and the base runners do not advance.
- All kicks must go beyond the 10 foot line or they will be considered foul balls.
- If a player accidentally double-kicks a ball and the kicker is still in the box, the kick is considered a foul and therefore a strike (if before two strikes).
- If a player accidentally double-kicks a ball and the kicker is in fair territory, the kicker is out.
- A foul counts as a strike even on the 3rd strike.
- If a male batter walks, he will be awarded 2nd base. If there are two outs, the female kicker has the option to take 1st base.

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RUNNING/FIELDING

- For safety reasons, a double 1st base shall be used in this league. The runner is entitled to the orange portion of the base, the fielder the white portion. At umpires discretion, interference may be called for using the wrong base. The runner MUST use the orange portion of the base if a play is being made at 1st base.
- Runners must stay within the baseline.
- Fielders must stay out of the baseline unless trying to field a ball or tag a runner.
- If a fielder attempts to physically block a base runner from advancing, interference shall be called and the runner may advance the number of bases they would have potentially earned. This is a judgment call by the umpire.
- It is the responsibility of the base runner to avoid collisions. Per ASA rules, if a defensive player has the ball and the runner remains upright and crashes into the defensive player, it is considered a crash and interference on the runner. If this crash is determined to be flagrant, the offender will be ejected.
- Runners may not lead off a base or steal bases. Any runner leaving the base before the ball is kicked will be called out.
- Hitting a runner above the shoulder level is not allowed and the runner will be called safe and allowed to advance 1 base, except:
 1. The runner intentionally used their head to block the ball, in which case the runner is called out.
 2. If the runner is ducking, diving, or sliding (in an attempt to dodge the ball) and is hit in the head because of that it is an out (umpires discretion).
 3. If the runner intentionally hits or kicks the ball after they are out. The ball is dead and all runners must return to their original base(s).
 4. The "Ponytail Rule": If the ball hits the runner's hair, the runner is safe. Hair is generally attached to the head, and is therefore considered part of the head.
- When a runner is hit with the ball above shoulder level, other runners are permitted to advance 1 base.
- The runner may, at their discretion, leave 1st base after a fly ball is touched by a member of the fielding team.
- All players may advance 1 base on an overthrow (if the ball goes out of play).
- A courtesy runner may be used after the injured runner reaches base safely. The courtesy runner should be the last person of the same gender that was out.
- There is no Infield Fly rule.

PITCHING/CATCHING

- If the ball is bouncing higher than 1 foot off the ground (as measured from the bottom of the ball) when it reaches the plate it is a ball. It is at the kickers discretion to kick the ball if they wish.
- If the pitch crosses the line around the plate, it is a strike. It must pass through the strike zone at or before the plate. No "back door" strikes are allowed.
- The pitcher must stay inside the pitching area on the mound until the ball is kicked. If the pitcher crosses outside of the pitching area and illegal pitch will be

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called. The kicker still has the option to kick the ball; however, they must then take the result of the play.

- The catcher must be positioned at least 3 feet away from the kicker and behind the plate until the ball is kicked. The catcher cannot interfere with the kicker. If the catcher interferes with the kicker and is called by the umpire, the kicker is awarded 1st base.
- No fielder may advance forward the 1st-3rd base diagonal until the ball is kicked. If a pitcher or fielder makes an out by illegally crossing the 1st-3rd diagonal, the runner will be declared safe and base runner(s) will advance to the base they were entitled.
- The fielding team cannot change catcher during an inning (except in case of injury).
- The count begins at 1 ball, 1 strike.
- Pitching must be underhand only.

PLAYOFFS

- Playoffs are single elimination and will be played at the conclusion of the regular season.
- Any player ejected from a playoff game is suspended for the remainder of the playoffs.
- In the event of a tie at the end of regulation play plus 2 extra innings, International Tie Breaker will be used.

OTHER RULES

- Foul language is not allowed. This is a judgment call of the umpire.
- Alcohol is not allowed at the Sports Complex. Players caught drinking in the park will be ejected and suspended.
- Smoking in designated areas only. You must be at least 100 yards from the player's benches to smoke. Repeated violations will result in ejection. Coaches, it is your responsibility to enforce this both with your players and the fans. No smoking around the concession building.
- Coaches are responsible for controlling their teams.
 1. If a player is ejected from a regular season game, they are suspended from the following week's game.
 2. If a player is ejected from a playoff game, they are suspended for the remainder of the playoffs.
 3. If a player is ejected from more than one game during the season, they will be suspended for the remainder of the season.
- Fighting will not be tolerated. Any player that is caught fighting in a game will be ejected and suspended from the league for life.
- Coaches are responsible for keeping track of the batting order, innings, and score win their scorebooks. Home team is the "official" book. Check often with the opposing scorekeeper to avoid any issues.

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- Coaches and Co-Coaches are the only people who are allowed to discuss rules/calls with umpires.

If a rule is not otherwise stated in these rules, the standard ASA softball rules will apply.