



ADULT CO-REC KICKBALL RULES AND REGULATIONS

Both managers and umpire in the pre-game meeting must agree upon deviations from the following game rules:

1. **PLAYERS:**

All players must be rostered and have a signed waiver form submitted to The BeBop Venue. Players must be age 16 or older as of August 1 of the current year.

Each team must consist of a minimum of 11 and no more than 20 players on the roster. Teams must field at least 8 players and no more than 11. Teams must field a minimum of 4 players of each sex. If fielding 11 players, one player must play the position of the catcher.

2. **TIME LIMIT:**

No new inning will start after 55 Minutes after a game has begun. If a game is tied at that point, it will end in a tie.

3. **FORFEIT POLICY:**

- a. All teams must start a game with at least eight [8] eligible players. Teams must have a minimum 4 players of each sex.
- b. First game on a field will be forfeited ten [10] minutes after the scheduled starting time, if a team does not have the minimum number of players. All games thereafter, game time is forfeit time. If the preceding game runs over, teams in the following game are still expected to arrive at their scheduled starting time.

4. **UNLIMITED KICKERS:**

- a. All players present must be in the kicking line-up.
- b. If a player is unable to take his/her turn at kicking, the team can just skip over that player in the order with no penalties. Players unable to kick are considered injured or to have left the park and will not be permitted to re-enter the game.
- c. Players must remain in the same position in the kicking order for the entire game. Late players can be added to the end of the line-up.
- d. Any 11 players can play defense (minimum of 4 women fielding). Defensive positions can be changed, but the kicking order must remain the same. Players must be in the kicking order to play a defensive position.

5. **FIELD OF PLAY:**

The field of play has 65' base paths and 50' pitching plate.

6. **REGULATION GAME:**

Regulation games last 7 innings. Three outs by a team completes the team's half of the inning. In the event of a tie score, it shall be recorded as tied. A game called for any reason other than the time limit after 5 full innings shall be considered a regulation game. The game score at the end of the last full inning shall determine the final score.

7. **15 RUN RULE:**

Any team having an advantage of 15 runs or more, after 4-1/2 or 5 complete innings of play will automatically terminate the game; 4-1/2 if Home Team is ahead by fifteen runs; 5 if Home or Visitors Team is ahead by fifteen runs.

8. **FIELDING:**

- No player may field in front of the pitcher other than the catcher, and no player may advance forward the 1st and 3rd base diagonal until the ball is kicked. Failure results in a ball.
- The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure results in a ball.
- Hitting a runner with the ball above the waist level is not allowed. Any runner hit above the waist is safe and advances to the base going to plus one base. If the runner intentionally uses the head to block the ball the runner is out.
- Once the Picher has the ball in control and on the mound, play ends.

9. **PITCHING:**

- The pitcher must stay behind the 50' pitching plate until the ball is kicked. Failure to do so results in a ball.
- ***The ball must be pitched nicely (no excessive speed or bouncies). Failure to do so will result in a ball being called by the umpire. The umpire will determine if the ball was pitched nice or not.***
- The pitcher may only be replaced on the mound once per inning.

10. **STRIKE ZONE:**

The strike zone is considered when the ball passes over home plate and 1 foot on either side of home plate and no more than 1 foot high.

11. **BALLS & STRIKES:**

Three [3] balls and two [2] strikes will represent a walk and strikeout, respectively.

- Kicker will be awarded first base after 3-ball count.
- Kicker will be out with 2 strikes.
- After one (1) strike, kicker will get one courtesy foul ball.
- Kicker is out after kicking a second foul ball after one strike. No runner may advance, regardless if the ball is caught or not. Play is stopped, as in any other dead ball situation.

12. **FOUL BALL:**

A foul ball is:

- A kick landing outside the foul lines.
- A kick landing in bounds but traveling out of bounds on its own before reaching first or third base. Any ball touched by in bounds fielder is automatically in play.
- A kick in front of home plate.

13. **A BALL IS CALLED WHEN:**

- A pitch is outside of the strike zone.
- An illegal bouncy pitch is delivered.
- Any fielder or pitcher advances on home plate before the ball is kicked.
- The catcher crosses home plate before the kicker or failure to field behind the kicker.

14. **2ND STRIKE COURTESY FOUL:**

- After one (1) strike, kicker will get one courtesy foul ball.
- Kicker is out after kicking a second foul ball after one strike. No runner may advance, regardless if the ball is caught or not. Play is stopped, as in any other dead ball situation.

15. **KICKING:**

- All kicks must be made by foot.
- All kicks must occur at or behind home plate. A kick in front of home plate is called a foul.
- Bunting is allowed and teams are allowed one bunt per inning. A ball kicked is considered a bunt if the ball does not advance forward an imaginary diagonal line from 1st and 3rd base. A ball that is bunted after a team uses its one bunt during their inning is a strike.

16. **BASE RUNNING:**

- Runners must stay within the base line. Fielders must stay out of the baseline. Fielders trying to make an out on the base may have their foot on the base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
- Neither leading off base nor stealing a base is allowed. A runner off his/her base when the ball is kicked is out.
- After a kicked ball is caught, runners must tag their originating base before running to the next base.
- Runners may over run first base.
- A ball thrown out of play advances runner(s) to the base they are going to plus one additional base.
- If a fair kicked ball hits a base runner not on base they are out.

17. **AN OUT IS CALLED WHEN:**

- A count of 2 strikes or after a foul ball on the 3rd strike occurs.
- A runner touched by the ball at any time while not on base.
- Any kicked ball, fair or foul, that is caught.
- A ball tag on a base to which a runner is forced to run.
- A runner off of his/her base when the ball is kicked.

18. **EQUIPMENT**

- BALLS: The BeBop Venue will provide teams with 1 game ball.
- BASES: The BeBop Venue will supply bases on all game fields.
- FIRST AID KITS: It is highly recommended that each team have a well-equipped First Aid Kit at each game.
- SCOREBOOKS: Teams must have a scorebook. The home team is the designated official scorekeeper for all games.
- SHOES: Metal spikes are illegal. Shoes with soft or hard rubber cleats are acceptable.
- UNIFORMS: Team uniforms are not required.

19. **INCLEMENT WEATHER:**

Call the *The BeBop Venue Sports Line at 763-757-0501 no earlier than 4:30 p.m.* the day of your scheduled game. If games are not canceled from the office, teams must show up at the field and the umpire will make a decision to play. If the first game is canceled then all games afterwards are canceled.

20. **POSTPONED GAMES:**

Only the The BeBop Venue Sports Office will reschedule games postponed due to weather. Make-up games will be scheduled after the regular season and/or, if necessary, Fridays, weekends and/or after the play-offs.

21. **HOME TEAM:**

Home Team is listed first for the regular season schedule.

22. **FIELD REGULATIONS:**

No smoking or drinking is permitted on the playing field or bench area.

23. **SPORTSMANSHIP:**

Although the element of competition plays a major role in athletics, the game should always maintain its recreational and social values. Therefore, it is necessary for each participant to be responsible for the promotion of good sportsmanship and fair play.

Any player, coach or manager ejected from a game for any reason will be suspended from participation in at least their next scheduled game. A second offense will result in an indefinite suspension from all BeBop sponsored athletics. A team found to be using a player under suspension will automatically forfeit that game.

HAVE A FUN AND SAFE KICKBALL SEASON

