

OXFORD TOWNSHIP PARKS AND RECREATION

Adult CO-REC Kickball Rules

SUMMER 2008

Current A. S. A. Softball Rules will govern kickball with the following emphasis and modifications:

Points of Interest:

1. Kickballs will be provided by the Recreation Department.
2. A team consists of 10 field players (at least 5 must be female). A minimum of 8 players (at least 4 must be female) are needed to start and continue a game. Rosters may consist of up to 20 players. All players are eligible to kick, provided the batting order alternates between male and female players. If a male extra kicker is used, a female extra kicker must also be used. Male kicker may not kick consecutively. If male kicker does kick consecutively an out will be called. Females may kick consecutively, but only at the bottom of the order.
3. Games are 7 innings or a time limit of 70 MINUTES. Games will be played on a regulation softball field.
4. Innings will consist of three outs. Outs are made similar to that of softball; forceouts, popouts, strikeouts, etc. An out may also be made when a runner, who is not touching a base, is hit below the shoulders by a thrown ball. Any ball that is thrown that hits a runner in the head will result in a dead ball and that runner and all other runners will be awarded one base. If runners are between bases when a dead ball occurs the runner is awarded the base they were approaching and another base for the penalty. If excessive force is used when throwing the ball at a runner THE SITE SUPERVISOR may eject that player. If a runner, in the opinion of the SUPERVISOR, moves in such a way so the ball hits their head, a dead ball will be called and the runner called out. In this case all runners will be required to return to the base they last occupied.
5. A kicker must wait until a pitched ball is within three feet of home plate before attempting a kick. A 3 - 2 count will be used. A missed attempt, or a foul ball will be a strike. Exception: If a foul ball occurs as the second strike an out will not be called unless the ball is caught in the air. A second foul ball as strike two will result in an out. A ball will be called on a pitch wider than one foot on either side of the plate, or a pitch that bounces more than one foot in the air during delivery (bouncy). Three balls will result in a walk. All kickers who are walked will be awarded second base. ANY kick that does not clear the 15 foot arc will be considered a strike.
6. Pitch Speed: The pitcher must roll the ball up to a moderate speed.

7. Bunting is **NOT** allowed.
8. A runner who leaves the base before the pitch reaches home plate, or is kicked, is out and the ball is dead. Leading off and stealing are not allowed.
9. In order to prevent injury and protect the defensive player, a runner who remains on their feet or deliberately crashes into a fielder holding the ball, will be called out. If the offense is considered flagrant the offender shall also be ejected.

General:

1. Shoes must be worn by all players. Baseball or soccer cleats are allowed provided they have rubber, or molded plastic soles. No metal spikes or shoes with detachable cleats are allowed.
2. Game time is forfeit time.
3. The manager, or team representative, must list the batting order prior to the start of the game. Score sheets will be provided by the Recreation Department.
4. Teams should always hustle before and between innings, as a time limit is in effect.
5. First and last names must be printed on the score sheet (no nicknames please).
6. Teams must keep their own score. Teams should verify with the opposing team at the end of each inning. The winning team is responsible for reporting game result to the site supervisor by filling out the provided score sheet. In the event of a protest, consult the Field Supervisor. Protests will be accepted and considered in the following matters only:
 - Misinterpretation of a playing rule
 - Player eligibility

Notification of intent to protest must be made to the FIELD SUPERVISOR AND opposing team at the time of the incident, before the next pitch. Player eligibility may be protested in writing until 3:00 pm the following business day of the game.

7. A full game will consist of 7 innings, however no inning may begin after 70 minutes has elapsed from the time the game began. In the event of rain, darkness, or a 10 run difference (mercy rule) exists after 5 innings, a game will be declared official.
8. Injured Runner: If an accident, or injury to a batter prevents them from proceeding in the game, a substitute runner of the same gender may enter the game. If there is no same gender player (if female), then an out will be recorded with the team reaches that point in the lineup.
9. A female may substitute for another female or a male, a male may not substitute for a female.
10. No infield practice is allowed after the first inning.

11. Males and females do not have to alternate defensively, but there does need 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 female players than male players.
12. 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) catches the ball before it hits the ground, a dead ball will be called and the kicker will be awarded first base, all other runners will be also advance one base whether they are forced or not. If the illegally positioned outfielder makes any other play on the ball, a delayed dead ball will be called. In this case, if the batter reaches first base and all other runners advance safely, the ball shall continue to be in play. If the play results in an out, before all runners have advanced safely at least one base, a dead ball will be called and all runners will be awarded one base.
13. Infielders must remain behind the baseline until the ball has been kicked. Reminder, there is no bunting!

NOTES: