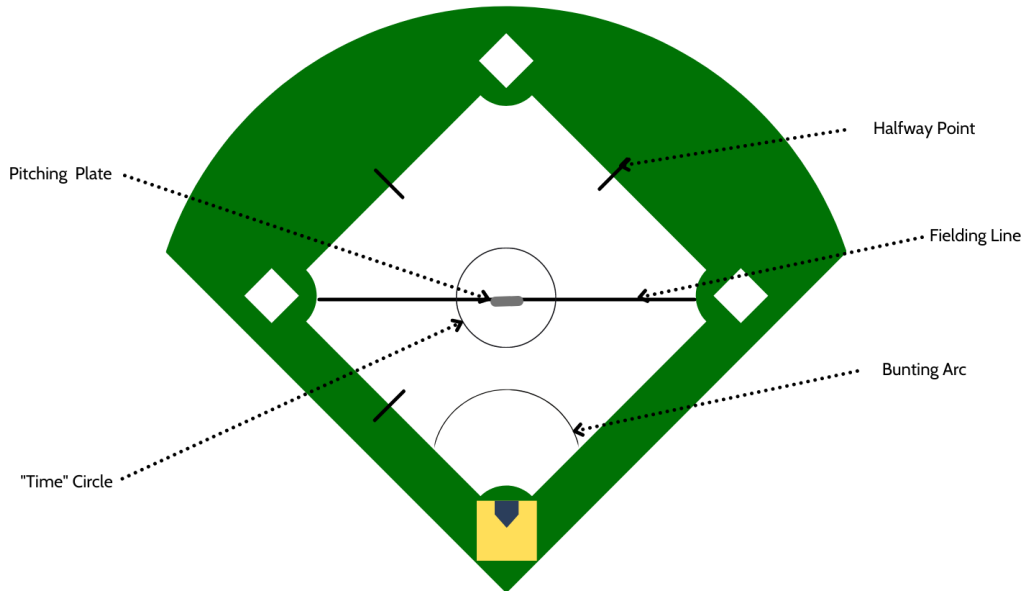




Coed Adult Kickball Rules

Field Layout:



Equipment:

- Must use kickball provided by Brainerd Parks and Recreation (please let us know if your kickball becomes damaged or is a “lemon”).
 - Teams kick their kickball. At the beginning of the game be sure to give your opponent your ball. Please try to keep your kickball at the correct PSI inflation recommended on the ball.
- Players cannot wear steel toed boots or metal cleats.
- No Glass bottles allowed at the park.
- Matching outfits are not required.
- Alcoholic beverage/smoking/vaping is not allowed on the field, this includes base coaches. In the dugout is fine. In front of dugout is not okay. Behind the dugout is okay.
- Scorebooks are provided in your manager packet. (If you lose yours, we do have extras in the concession stand.)
- Scoreboards will be operated by the umpires.
- Standings will be updated online on a weekly basis.
 - <http://www.ci.brainerd.mn.us/296/Tuesday-Standings>
- Please be sure someone on both teams is keeping book to confirm runs scored with the umpire between half-innings.

Minimum Players: 8 (4 must be female)

- 2 females need to play infield (infield includes pitcher and catcher position), and 2 females need to play outfield.

Maximum Players: 10 in the field, teams may kick as many as they want.

Roster: All players must sign the roster before they play. Roster will be turned in to the concession stand the first night of games. If you have additional players play on your team as the season progresses, they will need to go up to the concession stand to sign the roster.

Subs: No inner league subs are allowed during league or playoffs. (*You may only be on one roster and that is the only team you can play on*) If you find an un-rostered player to sub on your team make sure they sign your roster before they play.

Creating the line-up: Teams may never kick 3 males in a row. If you are expecting a player, and they are running late, you will need to take an out in their absence on the line-up until they arrive. If you have already kicked once through the order, you may not add a player to the kicking line up that game.

Game Times:

6:00 p.m., 6:45 p.m., 7:30 p.m., and 8:15 p.m.

- Grace Period: only applies to the 6 p.m. games. If do not have enough to play by 6:10 p.m. your team will forfeit the game. You are welcome to play for fun until the 6:45 p.m. teams are ready to play/warm up.
- Game Duration: 45 minutes or 7 innings
 - *If 3 innings are completed, the game is complete, rain make up is not assigned.
- Run Rules: 10-run-rule after 5 innings. The game will end by “mercy rule” if a team is behind by 15 runs or more. If game ends early teams are welcome to continue to play for fun if they so wish.
- Umpire will start the clock when the first warm up pitch is thrown once the clock hits 0 you may only finish the current inning you are in.
 - If the home team finishes kicking and there is still time on the clock, if either the visiting team is ready to kick or home team is in the field before clock hits zero a new inning will commence.

Ties: If the game is tied after the inning finishes that the clock hit zero within OR the score is tied after completing 7 full innings, you may try to break the tie once using the tie breaker rule of last out on second and team plays 3 outs. This is repeated for the home team. If the tie is not broken after one inning it remains tied.

*In the End of Season Tournament, this tie breaker will be repeated until someone wins.

Positional Rules:

Kicker:

- Kicker cannot contact the ball in front of home plate, they can step on home plate but cannot make contact in front of home plate.
- Kicker may choose to let a pitch go by because it is too fast or too “bouncy”. No strike is called.
- If kicker goes to kick and misses the ball completely a strike is called. (Rare, but it happens).
- If kicker kicks 2 foul balls, kicker is out.
- Kicker may get a running start at the ball is not required to kick inside a “kickers box”, we are eliminating the kickers box this year.

Catcher

- Must stay equal to or behind kicker until ball is kicked.
- Cannot interfere with the kickers running path to first base or home plate.
- If catcher, or any defensive player for that matter, stops ball inside bunting arc, it is an out is called on the kicker.
- Teams must supply a catcher.

Pitcher

- Cannot move in front of the pitching plate until the ball is contacted.
- Cannot purposely walk players – not even in playoffs
- Must be respectful of the kicker, if it's too fast slow it down, if it's too bouncy deliver it smoother.

Runner

- Runner may advance until umpire calls "time"
 - "Time" will be called by umpire when the kickball is brought to the pitcher circle by any player with control of the kickball upon umpire discretion.
- Runner cannot steal bases
- You may use 1 courtesy runner total/inning. Courtesy will be the same gendered and can be whoever the team chooses, however if runner comes up in kicking order and is in the field running an automatic out will be recorded. Courtesy runners are allowed only after a player has reached first base.

Fielding Team:

- May not cross the line drawn from 1st to 3rd until kicker contacts the ball.
- Out fielders (4 or less) must be in the grass upon kicker contact with the ball
- In fielders must be in the dirt upon kicker contact with the ball.

General Rules:

- **Outs:**
 - A ball caught on the fly off the kickers foot.
 - If the ball is bobbled, then caught by someone else it is still a catch.
 - If the ball is bobbled, and there is runner(s) on base, they will only need to tag on first contact.
 - Kicker kicking 2 foul balls, goes for the kick misses the ball completely 2 times, or one of each.
 - A ball hits runner who is off the base below the head (even if it bounces first).
 - If runner lowers head to dodge a ball (slides/ducks) and it hits them in the head, runner is out.
 - A 15' arc will be lined from the 1st baseline to 3rd baseline, if a ball does not cross the arc, it is an out. Once ball is kicked fielders may advance if ball is picked up or caught inside the 15' arc the kicker is out. (Do not worry where the defenses feet are, it's where the ball is picked up). If you are a fielder, you cannot hit the ball back into the arc to catch it after it has crossed the arc line.
- No in-field fly rule
- If the ball is put out of play by the fielding team kicking team obtains 1 base.
- If there is ever a question on the call the team manager from either team is the only person to approach the umpire.
- Any confrontation with another team, player, umpire, fan including yelling, name calling or profanity, will result in an ejection which then translates to a 10-day suspension from the fields/playing in our league or any other league at our park, and meeting in front of the sportsmanship committee before reinstatement.
- If the field is playable and not hazardous to players games will be played. If for some reason games are cancelled, they will be communicated through our Facebook group "Brainerd Kickball Teams" and our cancellation line: 218-454-2900 ext. 3350

Please use trash receptacles. If trash or drunkenness becomes a problem staff may notify the police to enforce drinking ordinances more closely.

Remember this is JUST FOR FUN!

(Once the ump makes their call (especially discretionary calls), smile, and move on, no use arguing.) 😊