

Chaska Co-Rec Adult Kickball

“Just for Kicks”

Chaska Co-Rec Kickball Self-Officiated League

All games will be self-officiated by a designated team manager from each team. The team manager must ensure that:

The designated team manager is the only person who can dispute calls: however, close calls on the bases are to be made by the base coaches, if present. Remember-all ties go to the runner! And, any dispute that cannot be settled or agreed upon becomes a “do-over”!!

Teams

1. You must start the game at the scheduled time. There will not be a grace period for late teams. A team failing to field at least 8 players at their scheduled game time will forfeit the game. A forfeit shall count as a loss.
2. Females and males must be equally represented in both the infield and outfield. There must be 10 players max on the field.
3. Each team must have at least 3 men kicking in a game in order to maintain the male-female alternating kicking order. If a team cannot field at least three men (with 5 women) or at least four women (with four men), that team will forfeit the game. (Note: 5 men & 3 women is not a legal combination.)
4. All players playing the field must be in the kicking order. Any players that are not playing the field must still be in the kicking order and must remain so during the course of the entire game. If you have kicked at least once, you must stay in that same kicking order unless you are injured.
5. Age Requirement: Managers and players must be at least 18 years of age.
6. Team managers must use the scorecards provided by the league coordinator. The winning team is responsible for putting the scorecard in the scorecard box located on the West side of the shelter building (by the restrooms).

Game Play

1. Regulation games last 7 full innings or 55 minutes, which ever comes first. In the event of a tie score at the end of the game, the game will be marked as such.
2. A game that is called off by the team managers due to inclement weather or other reason, after 3 full innings of play, shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner.
3. “10 Run Rule” applies after 5 innings.

Ball in Play

1. No player may advance forward of the 1st-3rd base diagonal line until the ball is kicked. Failure to abide by this rule results in a ball.
2. If a runner intentionally touches or stops the ball, even if they are on base, the play ends (the runner will also be called out).
3. Players in the outfield are allowed to kick the ball (as opposed to throwing) towards another team player in the infield. This is particularly helpful if you have a long throw from the outfield.
4. The Ball cannot hit the ground before it hits the runner to count as an out. (Once the ball hits the ground it is dead.)

Pitching

1. The strike zone extends to 1 foot on either side of home plate and 1 foot high.
2. No bouncing pitches are allowed. A pitch that bounces higher than one foot at the plate is a ball.
3. The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to do so results in a ball.

Kicking

1. The order of kicking shall be alternating male and female players.
2. All kicks must occur at or behind home plate.
3. Bunting is allowed for Females only. If a male kicks an obvious bunt, it is a strike. If it is unclear if it was a bunt or bad kick it is considered a foul ball. (See rule for fouls next page.)

Base Running

1. If a double-first base is available, the runner will use the outside base and the fielder will use the inside base.
2. The play ends when all runners have reached a base and a defensive player has control of the ball in the infield.
3. Neither leading off nor stealing a base is allowed. A runner off their base when the ball is kicked will be called out.
4. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders as they are running or sliding to a base will be safe. If a player intentionally throws at the head of another player they will be warned. If the incident occurs a second time, that player will be kicked out of the game.
5. One extra base is awarded on an overthrow, when it is being thrown to a teammate at a base and missed. If the ball is being thrown at a runner and missed, no additional base is given.

Strikes

A count of 2 strikes is an out. A strike constitutes:

1. A pitch within the strike zone either not kicked, or missed by the kicker.
2. A kick occurring in front of home plate (kicks occurring in front of home plate that are caught by the fielding team are called out).
3. A male kicking an obvious bunt.

Balls

A count of 3 balls advances the kicker to first base. A ball is:

1. A pitch outside the strike zone.
2. A ball falling short of the play and does not cross over the plate.
3. A bouncing ball that is higher than 1 foot as it crosses home plate.
4. Any fielder-advancing forward of the 1st – 3rd base diagonal line before the ball is kicked.
5. A pitcher advancing in front of the pitching rubber before the ball is kicked.
6. Any catcher-advancing forward of home plate before the kicker kicks the ball.

Count

Each kicker will be allowed a 3 ball-2 strike count and one courtesy foul. (One foul is allowed after the 1st strike; after that, the foul becomes the 2nd strike and the batter is out.)

Behavior

1. Unsportsmanlike behavior will not be tolerated. Each team member is responsible for his or her conduct. Respect yourself and others.
2. Casual profanity is prohibited.

Equipment

1. Metal spikes are not allowed.
2. One official game ball will be provided by the league to each team.

Inclement Weather

In the event of inclement weather, teams may call our office on game days after 4:00pm for information on rainouts. Please call 448-5633 then press #4 for our rainout line, or tune into Chaska Cable Channel 14, or check the website for cancellations. If inclement weather approaches after 4:30pm, it will be up to both teams' managers to decide whether or not to continue with the game.