

2014 GSA

COED KICKBALL RULES

1. The game will be called by the umpire. All judgment decisions are final. Any excessive disagreements will result in an ejection from the game and/or league if deemed necessary by any staff member.
2. All kickers will get 3 legal rolls. A legal roll must be **OF MODERATE SPEED (any rolled ball of excess speed will be re-rolled)** between the inside lines of the kicker's boxes. Any roll that is not deemed legal will be re-rolled. No excessive "Bounces" (**Any rolled ball that bounces 12" from the ground between the pitching plate and home plate**). **BUNTS ARE NOT ALLOWED. Should a BUNT be called the play is dead, which will result in an out for the Kicker, any base runners must return to last base occupied.**
3. A kicker with two strikes is allowed one foul ball. Two fouls with two strikes, the kicker is out.
4. The direction and style of running is at the discretion of the umpire and may change at any time.
5. To get an out, a defensive player may attempt to throw the ball at the base runner. **Should the ball make contact with the runner, for any reason while the runner is not on the base the runner is out.** Any contact above the shoulders will result in an automatic homerun. If the runner successfully catches the ball they may then kick the ball into any part of the playing field (no kicking the ball over the foul lines or fences). **The defense must allow a free kick once it is caught and CANNOT ATTEMPT TO BLOCK THE KICK. The penalty will be a REKICK by the base runner that caught the ball.** If the base runner is hit below the shoulders and does not catch the ball, then the runner is out.
6. All games are seven innings or 50 minutes. **During Round Robin play after seven innings or when the last inning is completed the ITB (International Tie Breaker) Rule will be in effect. The last Kicker from the previous inning will begin on second base, and the Kicker will receive ONE LEGAL ROLL TO PUT INTO PLAY. An OUT WILL BE CALLED should the ball be kicked foul, or the Kicker does not kick a legal roll. This will occur for a Maximum of 1 extra innings, in Playoffs the ITB will continue until we have a winner.**
7. 9 players (7 male - 2 females) in the field at all times (**THERE MUST BE AT LEAST 1 FEMALE IN THE OUTFIELD & 1 FEMALE IN THE INFIELD**). **The CATCHER IS NOT CONSIDERED AS A FIELDER when applying this rule.** GSA rules will allow a team to play with a minimum of 8 players (6 male - 2 females).
8. Teams must continue to kick with the same guy, girl, guy, girl rotation. In situations where additional players wish to kick, the line-up must continue to reflect the guy, guy, girl, guy, guy, girl rotation, **even if some women need to kick twice in the rotation.**
Male/Male/Female/Male/Male/Female/Male/Male/Female
9. Inning Run Limit Rule: There will be a 6 run limit per inning through innings 1-4. (Exception: Unlimited runs may be scored if one of innings 1-4 is declared the final inning of the game). Unlimited runs may be scored in innings 5-7 always. Game mercy rule: 15 after 3 innings, 12 after 4 innings, or 10 runs up after 5 complete innings.
10. No leadoffs or stealing. Runners can leave the base once the ball crosses the plane of the plate or is hit kicked by the kicker. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning, the kicker will be first up in the next inning.
11. Games start on time!!! Teams must be prepared to play.
12. Umpires will closely watch base runner to defensive player contact. Any excessive contact or collision will result in an out and/or ejection. This includes contact with the catcher. Sliding is allowed.

Any sliding into a base to break up a double play, or any intentional (in the eyes of the umpire) interference with the defensive player, the runner and kicker/runner will be called out.

13. **NO METAL SPIKES ARE ALLOWED.** Any equipment in question should be brought to the attention of the umpire. The umpire or staff member will make all final decisions with regard to equipment discrepancies.

14. A foul ball above the kicker's head may be caught for an out.

15. All thrown balls are deemed out of play when: The ball is thrown over the fence

16. If the ball is overthrown and hits the fence behind the 1st or 3rd base lines, this is **NOT** considered out of play and the runner may advance, **BUT** at his/her own risk. On overthrows out of play, the runner is granted the base he/she is going to (at the point of the throw) plus one more. **Note:** in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in an overthrow

17. On an infield fly (any fly ball within the infield with significant arc and deemed an "easy catch") with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the kicker is automatically out and runners can advance, **BUT** at their own risk.

18. All outfielders must remain behind the chalked and/or coned "outfield line" (if applicable – consult with your umpire before your game to determine if this rule is enforced at your particular league) when a female is up to **Kick**. If the "line" is not clearly marked it is up to the umpire's discretion if an outfielder is too close to the infield. There cannot be more than 7 players on the infield at any one time. Once contact with the ball has been made the outfielders may cross the line. If an outfielder crosses the line before contact has been made then the female may be awarded 1st base. **When a female is kicking any infielder (including but not limited to the pitcher) MUST REMAIN BEHIND AN IMAGINARY LINE that runs (diagonally thru the infield) from 1st base to 3rd base. The Penalty for this rule infraction will be a dead ball and the Kicker is awarded 1st base and all subsequent runners will be award the next base if forced.**

19. GSA Waivers and Rosters will be used as acceptable player-team identification during all games. All participants must present ID's before each game during roster check.