Coed Kickball Rules

I. Team Requirements

- Each team may have up to ten (10) players in the kicking order and as few as eight (8) to start a game.
- A team must have at least eight players on the field to continue playing, if a team only has eight players and a player is ejected or injured and unable to continue, then the team must take a default.
- If a team starts a game with 8 or 9 players, they may add up to 10 players anytime during the game. Each unoccupied spot will be considered an out until filled.
- Each additional player must be added to the bottom of the line-up.
- The defense must field a team comprised of half women and half men. If a team is only able to field an odd number of players, the greater half must be women.
- The batting order must alternate genders, but may start with either gender.

II. Equipment

- IMS provides kickballs and bases.
- Shoes must be worn by all participants. No Cleats are permitted on the Astroturf. Open heel and/or toe shoes are prohibited.
- Items deemed dangerous by the LU IMS Supervisor, may not be worn during a game.
- All jewelry is prohibited.

III. Substitutions

- Free substitution is allowed provided such player occupies the same position in the kicking order.
- Any base runner that is injured may be replaced by a courtesy runner who made the last kicked out.
- Any player who is injured while in the field will require normal substitution procedures.
- An automatic out will be awarded if a player who is listed in the batting order is unable to kick (assuming a substitute is not available).

IV. Length of Game

- A regulation game consists of a maximum of six innings. No innings will be started after 50 minutes of playing time has elapsed. If an inning is started, it must be completed. Innings are considered started once the third out of the previous inning is made.
- Mercy rules: 20 run lead after 3 innings, 15-run lead after 4 innings and 10-run lead after 5 innings.
- A game is considered official after four innings. (Example: rain in the middle of the 6th inning, score reverts to end of the 5th inning.) Only exception is 20 run lead after 3 innings.
- No time limit will be in effect during championship games.
- In regular season play, there is no extra innings. Playoff games can go extra innings.

V. Running
• Players are allowed to advance when the ball is kicked.
• No leadoffs or stealing is allowed. A runner off the base when the ball is kicked is OUT.
• Players are out as the result of a force out, tagged with the ball, or hit with the ball from the shoulders down. If a player is struck above the shoulders that runner is safe and may advance to the base they were trying to advance to. If a player ducks or slides and is hit with the ball in the head the runner is OUT.
• Runners who make deliberate contact with defensive players to dislodge a tag or interfere with the defense are OUT.
• If a player leaves the base path to avoid a tag or throw the runner is called OUT.
• Runners must tag up on a caught ball.
• One point is awarded for each player that reaches home plate.

VI. Kicking
• Kickers have 3 pitches to put a ball in play. After 3 pitches the batter is out. This includes foul kicks.
• The kicker can only make contact with a pitch once the ball crosses the front of home plate.
• A kicked ball must reach the pitcher’s mound. Failure to reach the pitcher’s mound results in a foul kick. The defensive team may choose to field a kick that has not reached the pitcher’s mound.
• A legal kick occurs when contact is made with the ball at or below the knee.

VII. Pitching
• A member of the kicking team pitches to his/her own team.
• The pitcher pitches from on or behind the pitcher’s mound.

VIII. Defense
• There can be a maximum of 10 players in field.
• 4 Outfield players are permitted.
• 6 Infield players (one defensive pitcher).
• Infielders must start behind the pitcher and can advance past the pitcher once the kicker makes contact.
• Pitchers’ Interference-If ball contacts the pitcher or if they are deemed as interfering with the ball after it is kicked the batter is out.

IX. Appeals
• An appeal play is a play in which an umpire cannot make a decision until requested by player. The appeal must be made before the next legal or illegal pitch. The appeal must also be before the defensive team has left the field. The defensive team has left the field when the pitcher and all the infielders have left fair territory.
• There are 3 types of appeal plays:
  ➢ missing a base
  ➢ leaving a base on a caught fly ball before the ball is first touched
  ➢ kicking out of order
• Once a dead ball has been called, any infielder (including the pitcher and catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a
base too soon. The plate umpire should acknowledge the appeal, and the administering umpire should make a decision on the play. Base runners cannot leave their bases during the appeal.

X. Field rules

- A ball kicked in the air over the fence, in fair territory, is a home run.
- A ball that bounces in fair territory and over the fence is a ground rule double. All runners advance two bases.

XI. Game Cancellations Due to Weather

- If a game is stopped and has been played through 3 ½ innings (with the home team winning), or the 4th inning (the visiting team winning), it is considered an official game.
- If a game is stopped and has been played past the 4th inning, the score will stand as it was in the last complete inning. (Example: rain in the middle of the 6th inning, score reverts to the end of the 5th inning.)
- Any game stopped prior to these scenarios will be restarted.

XIII. Sportsmanship

- The mission of LU IMS is to provide a recreational environment for the LU community that is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of LU IMS.
- The LU IMS Sportsmanship Rating System is intended to be an objective scale by which teams’ attitude and behavior can be assessed throughout the LU IMS league and playoff seasons. Behavior before, during, and after an LU IMS contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.
- A team is responsible for the actions of the individual team members and spectators related to it. Additionally, LU IMS does not recognize the use of coaches. Only the team captain shall speak to the officials regarding administrative matters (protests, ejections, disqualifications, etc.). Furthermore, the team captain’s effort in assisting officials/staff to calm difficult situations and to restrain troubled teammates is vital in controlling team conduct.
- Sportsmanship is vital to the conduct of every LU IMS contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize, or eject players or teams for poor sportsmanship. These decisions are final! The LU IMS administrative staff will rule on further penalties due to unsportsmanlike conduct.
- Each participant should choose his/her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the LU IMS staff against that team for violation of the LU IMS rules and sportsmanship guidelines. Protest or appeals of sportsmanship ratings will not be recognized. The LU IMS administrative staff reserves the right to review any rating given to a team.
- Additional information regarding team and participant sportsmanship including the rating method, factors, and scale is available in the Sportsmanship section of the LU IMS Handbook, available online at www.liberty.edu/ims.