

SSC Official Coed Kickball Rules

OBJECTIVE	<ul style="list-style-type: none"> Kickball is played between two teams on a diamond, with 9 players from one team on the field at a time. The object of the game is similar to softball - to score more runs (points) than the other team by kicking a ball into play and running around the bases, touching each one in succession.
GAME LENGTH & FOUL WEATHER GUIDELINES	<ul style="list-style-type: none"> Games are nine (9) innings in length with a time limit of 90 minutes (unless otherwise indicated in your schedule). Games start and end according to your online SSC schedule. If games start late, games must finish at the scheduled time. No new inning can start with 5 minutes left before the formal end time. If a new inning is started and is not completed (both teams receive their at bat), the score will revert to that of the last completed inning. Games are played rain or shine. If a game is stopped due to lightning, four (4) innings will constitute a complete game. If one team shows up during foul weather to play and the other team is missing, or if one team leaves mid-game and there is an opportunity to continue play - it is an automatic win for the present team.
EQUIPMENT	<ul style="list-style-type: none"> Teams are responsible for bringing one (1) kickball and four (4) throw-down bases to each game. This equipment is available to rent through SSC. A \$75 refundable deposit is required, payable through online registration, cash or cheque. Players are required to wear appropriate footwear (metal cleats are not allowed).
PLAYERS ON FIELD AND GENDER RATIO	<ul style="list-style-type: none"> Teams are comprised of nine (9) players with a minimum of three (3) of each gender. A team can play with a minimum of 7 people as long as there are two (2) of each gender and as long as the kicking order stays the same (see the section below about kicking). In this scenario, on defense, teams must then play with fewer players on the field (i.e. if you play with 2 players below the minimum requirement, you must be short 2 players on defense). There is no 'rover' position in kickball.
GAME & FIELD SET-UP	<ul style="list-style-type: none"> Captains should meet before the start of the game and confirm / agree upon ground rules with regards to boundaries and base set-up. To view a diagram of a kickball field set-up, click on the pdf document in the rules section. Teams are responsible for setting up the bases at 60 feet (approximately 20-25 paces). Each team captain must bring their four (4) bases to every game (total 8 bases) as first base and home plate will require "safety bases". <ul style="list-style-type: none"> First – safety base: There should be a base for the first base fielder to touch and a separate base for the runner to step on (with a distance of 6 inches between the bases). Home – safety base: There should be an extra base laid out parallel to the existing home plate (at least 24 inches away from it). A line is to be drawn in the dirt between the two to enable the runner to touch the safety bag or cross the line in a safe manner, in order to score a run. Commitment Line: There is a "commitment line" halfway between third base and the home plate, marked with an extra base or by drawing a line in the dirt across the base path. This marks the no-return point of a base runner going towards home plate. Other Bases: For the other bases, fielders should be touching only one side of the base, allowing a base runner to touch the base without interference.
GAME START & INNING STRUCTURE	<ul style="list-style-type: none"> To determine the home team (kicks in the bottom of the inning), teams can either choose to do a coin toss or rock-paper-scissors. <ul style="list-style-type: none"> Exception: During playoffs the higher ranked team will have the choice to bat first or second. Each inning is played with three (3) outs or when a team scores a maximum of eight (8) runs. <ul style="list-style-type: none"> Exception: teams do not have a run limit in the final inning of the game.
PLAYER OUTS	<ul style="list-style-type: none"> A player is out if: <ul style="list-style-type: none"> A player kicks and fails to put the ball into play after three pitches. A kicked ball that is caught in the air (regardless of whether the ball is in fair or foul territory). If a defensive player gets the ball to a base before the offensive player arrives and the offensive player cannot return to the previous base because it is occupied by one of his teammates (force out). A runner that leads off the base before the ball is kicked.

	<ul style="list-style-type: none"> ○ A runner hit by a thrown ball below the shoulder while not on base and when the ball is in play. Exception: If a thrown ball hits a runner above the shoulders, the runner is considered safe and will be awarded one additional base in addition to the one which they were running to. Example: if a base runner is hit in the head running to second base they would be granted third base. ○ A runner hit by a kicked ball regardless of where the ball hit them while not safely on base. ○ If a defensive player tags or throws and hits an offensive player with the ball before they get on base. ○ A runner obstructing a fielder from fielding a ball (pushing or bumping while fielder is in the motion of playing a ball). ○ A runner that passes another runner.
PITCHING	<ul style="list-style-type: none"> ● The team at bat provides their own pitcher. ● The pitcher can pitch from wherever they choose. ● If a kicked ball touches the pitcher, then the: <ul style="list-style-type: none"> ○ ball is declared dead. ○ pitch is redone. ○ base runners return to their previous bases. ○ pitch count is then restored.
FIELDING	<ul style="list-style-type: none"> ● There is no infield fly rule in effect since a kickball is more difficult to catch than a softball. However, it is poor sportsmanship to purposely drop a ball to induce a double play. ● If a ball is overthrown at first or third base and goes 'out of play' (e.g. over the fence, into the dugout, beyond the extended backstop, etc.) then the base runners can advance one base. If the ball stays in play (i.e. hits the fence) then the ball is live and runners may advance at their own risk. ● Players in the field are not allowed to stand inside the baselines before a player attempts to kick a ball (e.g. the shortstop cannot stand beside the pitcher before the batter has attempted their kick).
KICKING	<ul style="list-style-type: none"> ● A player's foot or leg must make all kicks. ● All kicks must be from behind home plate. ● Every kicker receives a maximum of three (3) pitches. ● Batting Order: No more than 2 males can bat consecutively in the batting order, including when the bottom of the order meets the top of the order. <ul style="list-style-type: none"> ○ A team must use their full roster for batting (e.g. players cannot only play defense) and all players must bat before a male player can bat for the second time (this may change the male/female order from inning to inning). <i>Example: If a team only has two women present, the batting order will be male 1, male 2, female A, male 3, male 4, female B, male 5, male 6, female A, etc. The spot where female C should have been will not be an automatic out.</i> ○ The batting order should remain intact from inning to inning. This means the last batter out in an inning is followed by the next subsequent gender at the start of a new inning. ○ Any players arriving after their team has batted in the first inning, will be inserted into the bottom of the gender batting order. ● If the kicker takes a full kick and it does not pass the pitcher, then it is considered a fair kick (intentional bunting is not allowed).
BASE RUNNING	<ul style="list-style-type: none"> ● Base runners can: <ul style="list-style-type: none"> ○ Overrun first base without being tagged out as long as they continue to follow the foul line or stay to the right of it. ○ Pinch runners are permitted, however a pinch runner may only be called for if the kicker is injured on a play. They are only allowed to substitute for a player once the kicker has reached first base. The pinch runner is to be the last out of the same gender. ○ Be hit by a kicked ball - in this circumstance the ball is live and playable although base runners must make every effort to avoid a kicked ball. ● Base runners cannot: <ul style="list-style-type: none"> ○ Slide into the bases (any base runner that slides is automatically out). ○ Steal a base or leadoff (base runners must wait until the kicker makes contact with the ball before leaving the base). ○ Move more than 3 feet away from an imaginary line between the bases, or they will be deemed out (base runners must stay along the base paths). ○ Be blocked when running between bases.

	<ul style="list-style-type: none"> • Tag Up: <ul style="list-style-type: none"> ○ If pop fly ball is caught, base runners must retouch (or 'tag-up') the base they were on at the time of the pitch, before attempting to advance. If a pop fly ball is not caught, a tag-up is not required and base runners may try to advance. • Commitment Line: <ul style="list-style-type: none"> ○ Players cannot return to third base if they have crossed the 'commitment line' between third base and home plate (a base runner that does is automatically out). ○ A "force out" will always be in effect between third base and home plate once the base runner has crossed over the "commitment line". This means that a team only needs to touch home plate with the ball in their possession to make the out. Under no circumstances are tag plays permitted at home.
MERCY RULE	<ul style="list-style-type: none"> • Mercy Rule: If a team is up by 15 runs or more after the 5th inning of play, the losing team has the option of calling the game or choosing to continue.
FOUL BALLS & MAKING CALLS	<ul style="list-style-type: none"> • Foul balls include: <ul style="list-style-type: none"> ○ Any ball that is kicked and touches in foul territory (outside of the base lines). ○ Any ball that is kicked and touches in fair territory but crosses into foul territory before passing first base or third base. ○ A double kick (a kicker can only kick the ball once). ○ A ball that is kicked and hits the backstop and/or obstacles. • Base calls are the responsibility of the base coaches to make impartial calls at first and third base. If base-coaches are not being used, mutual agreement between captains, all close calls should be made by the pitcher. Please ensure that the game is being called in a fair manner. Calls should be made as neutrally and impartially as possible.
PLAYOFFS	<ul style="list-style-type: none"> • Playoff games should be 85 minutes in length in anticipation of needing the extra time to settle a tie. • During playoffs, if the game is tied after the completion of 7 innings, or the expired time, teams will follow this format: <ul style="list-style-type: none"> ○ The team that is up to kick will start the inning by placing their 'last out' from the previous inning on second base, with two (2) outs. Once three (3) outs have been reached, the other team will then place their 'last out' from the previous inning on second base (also with two (2) outs) and proceed to bat until three (3) outs is reached. Teams will take turns doing this until the score is settled upon the completion of a full inning. • Team playoff position: Ties in the standings will be broken first by head-to-head play. If there are more than 2 teams that are tied, all the teams must have played each other in order for the results to go to head-to-head. Otherwise, least points against, then +/-, then most points for will determine the placement in that order. • The SSC office will update the playoff schedule once all scores have been submitted and after the last regular season game. Please do not assume the time/location of your playoff game until team names have been posted into the schedule.

Remember... Always have fun!