



## CORALVILLE PARKS AND RECREATION DEPARTMENT

### COED KICKBALL RULES

Alcohol is allowed in the dugouts and on the field. Alcohol **must** be purchased at the Creekside concession stand. Outside alcohol is **not** allowed in the park. Smoking is allowed in the **parking lot only**.

Kicking orders are to be kept by each team on a piece of paper or scorebook. Rosters must comply with a 3:1 maximum ratio of males to females. No more than 3 males may kick in a row.

To play a regulation game, a team must field a minimum of 8 players overall and a maximum of 10 players in the field with at least 3 females. This must include one pitcher and one catcher at any time during the game. If a forfeit is declared, it is still encouraged that the teams play an exhibition game.

Any eligible player arriving after the start of the game must be added to the end of the team's written scorebook kicking order.

Forfeits must be declared by 4:00 PM the day of the forfeit. A forfeit must be called in to the Rec Center, 248-1750, and communicated with front desk staff and/or the Athletic Supervisor/Coordinator. **DO NOT EMAIL OR LEAVE A VOICEMAIL.** Verbal communication must be made so teams can be notified immediately. A forfeit that is not declared by 4:00 PM the day of the game will be charged a \$25 forfeit fee.

Games will be 7 innings in length and a time limit for games will be 55 minutes. No new innings will start after 55 minutes. Games that are tied at the end of 55 minutes will follow the international tiebreaker rule. Teams will start the inning with one out and the last batter from the previous inning will start on 2<sup>nd</sup> base. Play continues as normal until a winner is determined.

Game time is forfeit time. If teams agree to start the game late there will be no more time added to the game. Example: Game start time is 6:00 PM. Teams agree to wait for other players to show up and do not start until 6:10 PM. No new inning will start after 6:55 PM. Because both teams agreed to start at 6:10 PM then the legal game time is 45 minutes.

Games that start late due to the previous game running late will be allowed to play full 55 minute time limit.

Mercy Rule – Any game may be ended at the discretion of the losing team, if losing by 12 or more runs at the end of any inning. This will count as a regulation game.

All participants must be at least 18 years old by the date of their first game. A player may only sign up for one team per league. Roster forms must be completed by each team and turned into Coralville Parks and Rec before the first week of scheduled games. Roster sizes are unlimited.

Protests must be made before the start of the 2<sup>nd</sup> inning or immediately after an illegal player enters the game. A protest must be made to the Creekside Site Manager. The Site Manager will get signatures from both team managers to confirm a roster is being protested. The Site Manger will ask exactly what player is being protested and will then require the protested player to show identification or confirm phone and address that is on the roster. If there is no phone and address on the roster, and the player cannot show identification or confirm roster details, then the player will be deemed illegal. The game will be forfeit immediately if the team is found to be using an illegal player.

If a team protests and no illegal player is found on the roster, then the protesting team will need to pay a \$25 protest fee before being allowed to play. This fee must be payed immediately after the protest is denied or the protesting team will forfeit the game.

**Metal cleats are not allowed.** All player attire is an extension of the player.

This is a call your own league but volunteer referees can be used. Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

Balls must be pitched by hand. Ball will be pitched to the batter's liking. The batter gets 3 kick attempts to kick a fair ball. If the batter does not like a pitch then the batter does not have to make a kick attempt.

All fielders must maintain proper field position until the ball is kicked. This means that all fielders besides the catcher must remain in fair territory behind the 1<sup>st</sup>-3<sup>rd</sup> base diagonal. No part of the pitchers foot may cross the 1<sup>st</sup>-3<sup>rd</sup> base diagonal until the ball is kicked. The catcher must be positioned behind the horizontal plane of the kicker, parallel to the front edge of home plate. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.

All kicks must be made by the foot or leg, below the knee. All kicks must occur at or behind home plate.  
**Bunts are legal.**

Runners must stay within the baseline. Any runner outside the baseline is out. Runners may choose their path from one base to the next, and may follow a natural running arc. Runners are free to change course to avoid interference with a fielder making a play. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.

Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running.

Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.

**A courtesy runner will be allowed for one batter per inning.** The batter must make it to base safely and then request time to ask for a runner. The courtesy runner must be the same sex as the batter. If the courtesy runner's at bat comes up while still on base, the courtesy runner will be called out and will come to home plate to kick.

Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. A runner cannot intentionally use the head or neck to block the ball. Any runner hit in the neck or head shall be considered safe at the base they were running toward.

A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up is out.

**There is no infield fly rule.**

All ties go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.

An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base. A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory. One base on an overthrow is a restriction on the runner, not an automatic right for the runner to advance. If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.

Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

If a player is ejected, injured, or becomes ill and cannot continue, the written kicking order will continue in the same formation, less the removed player. There is no "automatic out" when the removed player's spot in the order is reached.

Injured players who do not kick shall not play in the game.

**The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. Disagreements on calls will be decided by a coin flip if there is no volunteer umpire to make the call.**

These rules have been adapted from the World Adult Kickball Association (WAKA) rules. Please go to [www.kickball.com](http://www.kickball.com) to view the WAKA rules. Any rules not covered in this document will defer to the WAKA rules found on [www.kickball.com](http://www.kickball.com).

Rules are subject to change at any time. Managers will be contacted if rules are changed during the season.

**Questions?**

**Please contact:**

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