



Village Sports League – Official Coed Kickball Rules

General Rules

Captains: Please read these rules in full and bring a signed copy to your first game agreeing to all rules stated.

Field of Play: Field of play will be a softball/baseball type field with 65 feet base paths.

Roster Requirements: Minimum of 10, Maximum of 16 including Captain. Must have 3 females to play and at least 4 on the roster.

Fair/Foul Territories: Fair territory consists of the area between (and including) the 1st and 3rd base lines. Foul territory consists of any area outside the 1st and 3rd base lines.

Game Ball: 10 inch rubber kickballs will be used in VSL kickball games. VSL will provide the game balls.

Game Officials: At least one (1) umpire will be provided by VSL to officiate and enforce the rules of the game. The umpire's responsibilities include: -

- Starting the game on time -
- Announcing the top and bottom of each inning -
- Calling and tracking balls, strikes and outs. -
- Calling base-runners either 'safe' or 'out' on the field of play. -
- Settling disputes and disputed calls

All umpire's judgment decisions are final. Any excessive player disagreements with the umpire will result in an ejection from the game (and/or league), if deemed necessary.

Game Duration: A regulation game will be seven (7) innings, or end after 50 minutes. The 50-minute game clock shall begin after the coin toss. No new inning will start after the 45-minute game clock. However, the game will conclude after the final out of the current inning.

Playoff Qualification: The top four teams in the regular-season standings will advance to the playoffs. Standings ties will be broken first by head-to-head result, then by run differential.

Extra Innings (Playoffs Only): Playoff games tied after regulation will use sudden-death extra innings. Each team will begin its half-inning with a runner on second base. The first team to outscore its opponent in a completed extra inning wins the game.

Weather / Rain Out Policy: All game day, weather dependent decisions will be made by 3:00 pm the day of the game. Temperatures estimated to be over 105 degrees or under 30 degrees at the time of play will result in a postponed or canceled game, decided by the VSL coordinator. Rain that has left the field in an unplayable condition will result in a postponed or canceled game, decided by the VSL coordinator. Players will be notified of any schedule changes by email. All efforts will be made to reschedule rainout games at the end of the regular season, however after three weeks of rainouts, games will be cancelled instead.

Run Limit (Per Inning): Each team has a six (6) run limit per inning (for Innings 1 through 4). When a team scores 6 runs in those designated innings, then the teams switch (regardless of the number of outs). However, unlimited runs may be scored (in Innings 1 through 4) if one of those innings is declared the final inning of the game (based on time). There are unlimited runs for Innings 5 through 7, until a team gets their third out.

End of Game: The team with the higher score at the end of regulation wins the game. The game officially ends.

Ties: If the score is tied at the end of regulation during the regular season, then the game will officially end in a tie. Extra innings will not be played.

Mercy Rule: The game officially ends, and a team wins if they are ahead by: - 12 runs after 4 complete innings, or - 10 runs after 5 complete innings Forfeits: If a team forfeits a game due to no-showing or not having the minimum number of players, then the opposing team will be awarded a 10-0 victory.

Substitutions: In the event a team does not have the adequate amount of players, they are allowed to use substitute players. The substitute must complete a liability waiver with the VSL coordinator. Substitutes are allowed to play in a playoff or championship game only if they have played and signed into a regular season game. Substitute eligibility should be confirmed with the VSL coordinator prior to a playoff or championship game. Substitutes may only participate in a game in the event a team does not have the minimum number of players to start the game. If paid players arrive after the start of game time, they take priority to a substitute. Each substitute is permitted to play in 3 regular season games only. If a substitute player is eligible and needed to play in a playoff game, they are only eligible to play with one team.

Code of Conduct: VSL offers recreational sports leagues and will not tolerate unsportsmanlike conduct. Players displaying unsportsmanlike conduct with an official or player will first receive a verbal warning. If said player displays inappropriate behavior again, they will be suspended from the next scheduled game of the season. Depending on the severity of the conflict, season suspension may be enforced by the VSL coordinator. All warnings will be communicated by the official and via email by the VSL coordinator. Please note that officials serve the right to eject players from the game or place suspensions.

Fielding Rules

Players on the Field: The fielding team must have 10 (10) players, with a minimum of three (3) females, on the field of play. The fielding team may not play more than seven (7) males on the field at any time. **Fielding positions are not gender-specific.** For the batting team, a 1st base and 3rd base coach is allowed. The next batter up can be in position in the on-deck circle. All other players from both teams need to be in their respective dugouts. If the umpire believes a ball was interfered with due to players outside of their respective dugouts, a "dead ball" will be called. Defensive Dugout Interference results in runners advancing one (1) base from where

dead ball was called. Offensive Dugout Interference results in runners returning to the last successful base reached prior to the dead ball being called.

Catcher: The catcher must be positioned at or behind the kicker when the ball is contacted. The catcher may not take a running start to play the ball or interfere with the kicker's ability to kick or advance to first base. Catcher interference results in the kicker being awarded first base and all other runners advancing one base.

Infield/Outfield Line: The infield/outfield line is where the infield dirt and outfield grass meet. A fielder who starts in the outfield may not enter the infield until the ball is kicked.

Infielder Positioning: All infielders, including the pitcher, must remain at or behind the pitching mound until the ball is kicked.

Pitching Rules

Opposing-Team Pitching: The defensive team will pitch to the opposing team's kickers. All pitches must:

- Be delivered underhand.
- Have no more than two distinct bounces before crossing home plate.
- Never rise more than six inches off the ground.

Gentlemen's Agreement: When a male player is pitching to a female kicker, he is expected to reduce the speed of the pitch and avoid throwing excessively hard or fast. This is a league-wide sportsmanship expectation.

Batting Rules

Kicking: When attempting to kick, the batter's plant foot must stay behind the front of home plate. If a batter attempts to kick a ball where their plant foot is ahead of home plate, the ball will be called an illegal kick and pronounced dead. The pitch will still count against their 3 total pitches.

Bunting: Bunting is allowed. For a bunt to be a legal kick, the ball must pass the bunt line designated by paint or chalk on the field. If a defensive player chooses to play the ball before it crosses the bunt line, the ball is fair and remains live.

Batting Order/Lineup: The batting order must follow these guidelines: -

- The team must alternate between males and females throughout the batting order. • In the event that all 3 females are on base, a male player may be used as a pinch runner • The males must follow the same order among the other male teammates (Male Lineup) -
- The females must follow the same order among the other female teammates (Female Lineup)

In the 1st inning, the batting team may lead off with either a male or female batter. After that, batting order guidelines must be followed. A team is allowed to have females bat back-to-back (if they choose to) without penalty. Males are never allowed to bat back-to-back, unless the missing fourth girl (an automatic 'out') is between the two males.

“Batting the Bench”: Teams may “bat the bench” (where every player in attendance may bat in the lineup). A batter is not required to play defense. However, all fielders on defense are required to bat.

Designated Hitters: Designated hitters are not allowed. All fielders on defense are required to bat. Any attempt at using a designated hitter must be brought to the attention of the umpire prior to game time and can only be deemed allowable by the opposing team captain.

Count at Home Plate: All batters will have 3 pitches to put a ball into fair play. Any ball that is not kicked, is kicked into foul territory or is illegally kicked counts as a pitch. If after 3 pitches, no balls have been put into fair play the batter will be called out.

Team/Player Requirements

Rosters/Player Eligibility: All players must have been pre-registered via VSL league portal and have a waiver on file. It is the responsibility of both team captains to maintain their respective rosters and line-ups. VSL staff and the umpire will assist in any discrepancies with regards to the coed ratios and player eligibility. All roster check requests must be made to VSL Sports staff prior to the first play of the game. Any teams that need substitution players must have that substitute sign into the roster at each game. Substitutes are only allowed to play in a playoff game if they have played and signed into a regular season game.

Minimum Number of Players at Game Time: Each team must have eight (8) players, with a minimum of three (3) females, at game time.

Failure to Have the Minimum Number of Players at Game Time: -

- If a team does not have the minimum number of players to begin, then the team at full strength will be awarded with three (3) runs. The team that is short-handed will have ten (10) minutes to field the minimum number of players. If the short-handed team does not have the required minimum number of players at the end of the ten-minute period, then they will have to forfeit the game. -
- If neither team has the minimum number of players to begin, then the 3-run penalty will not be enforced. Both teams must field the minimum number of players within ten (10) minutes after game time. If neither team has the minimum number of players at the end of the ten-minute period, then both teams will forfeit the game. BE ON TIME!

The two team captains can agree to proceed with an official game if VSL staff allows it. However, the team on the verge of forfeiting cannot force an official game to take place, nor is the opposing team required to allow an official game to take place. The VSL staff will ultimately make this decision after talking with both captains.

Clothing/Attire

Shoes/Footwear: Shoes must be worn at all times. Sneakers and rubber-cleated shoes will be allowed. Metal cleats, screw-in cleats, open-toed, open-heeled or hard-soled shoes will not be allowed.

General Gameplay

Scoring: A base-runner scores a run by touching home plate or the strike mat. A run is not scored if the third out results in the batter or base-runner being forced out.

1st Base/Safety Bag: There will be two bags at the 1st base position: a white bag (1st base) in fair territory and an orange bag (safety bag) in foul territory. On force-out plays at 1st base, the batter has the right to the orange bag and the fielder has the right to the white bag: -

- The fielder must use the white bag to make the out. -
- If the fielder uses the orange bag, then the batter will be called 'safe'. -
- If the batter uses the white bag, then the batter will be called 'out'. -
- If the fielder crosses into the base path for any reason (including an attempt to catch a wayward throw) and inhibits the batter from taking a clear path to the orange bag, then the batter will be called 'safe' for defensive interference.

If there is not a force-out play at 1st base, then the batter may use the white bag.

Fair Balls: A fair ball is defined as: -

- A batted ball that touches and stays in fair territory -
- A batted ball that touches fair territory, and goes into foul territory after passing 1st base or 3rd base -
- A batted ball that touches foul territory, but goes into fair territory before passing 1st base or 3rd base. -
- A batted ball (in fair territory) that touches a player before going into foul territory **Foul**

Balls: A foul ball is defined as: -

- A batted ball that touches foul territory without going into fair territory -
- A batted ball that touches fair territory, but goes into foul territory before passing 1st base or 3rd base. -
- A batted ball that hits a backstop, a tree (or anything extraneous to the playing area) before going into fair territory

Outs: An out will be called in the following situations: -

- The batter does not put a ball in fair territory after 3 pitches
- A foul ball goes above the batter's head and is caught in the air (in the field of play) before touching any part of the fence or ground -
- A kicked ball is caught in the air before it touches the ground -
- A force-out is called at a base before the base-runner reaches that base -
- During a force-out play, if the fielder is making contact with the base, he/she must demonstrate complete possession of the ball
- During a force-out play at home, if the fielder is making contact with home plate or the strike mat and is demonstrating complete possession of the ball -
- A base-runner is tagged by a fielder with the ball (that was put into fair play) and the baserunner is off the base.
- A batted ball hits a base-runner in fair play (while he/she is off base or is forced to run off base). The base-runner will be called "out", the batter is awarded 1st base and all other base runners must return to their original base.
- If a batter overruns 1st base and makes an aggressive turn toward 2nd base and the batter is tagged with the ball before getting back to 1st base.
- A fielder hits a baserunner with the ball, below the shoulders, while the baserunner is off the base.

Throwing the ball at a base runner: Any attempts to throw the ball at a baserunner to get them out must be aimed below the shoulders. Any ball that makes contact with the base runner above the shoulders will be deemed a “dead ball” and the base runner will advance two bases from the last successful base reached. Exceptions will be made if the runner is sliding, diving or otherwise attempting to avoid the ball. Exceptions will also be made if the ball first hits the ground or another player before hitting the baserunner above the shoulders. All exceptions will be made at the discretion of the umpire.

Live Ball/Dead Ball: The ball is live at all times until ‘time’ or ‘dead ball’ is called by the umpire. ‘Time’ will be called by the umpire when a fielder has controlled the ball in the infield and all baserunners have reached (or retreated back) to their respective base. Any contact with a live ball during the course of play (by the base-runner) is an out.

Out-of-Play Balls: All thrown balls are deemed “out-of-play” when:

- The ball is thrown over the fence
- On balls that are ruled “out-of-play”, the base-runners are granted the base he/she were going to (at the point of the throw), plus one (1) additional base. In cases where a base-runner runs past 1st base, he/she must have clearly made an aggressive turn towards 2nd base, in order to be granted 2nd base and 3rd base during an out-of-play scenario. 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 runners may advance (at their own risk).

Leadoffs/Stealing: Leading off a base or stealing a base is not allowed. Base-runners can leave the base once the ball is hit. If it is determined that a base-runner leaves their base early before the ball is hit into play, then a ‘dead ball’ will be called and the base-runner is called ‘out’. If this is the batting team’s 3rd out of that inning, then their batter at the plate will be the first batter in the next inning.

Tagging Up: The base-runner must retouch or remain on his/her original base, until after the ball either lands in fair territory or is first touched by a fielder. The base-runner must tag up when a fly ball is caught in flight by a fielder for an out. If the base-runner successfully tags up, then the base-runner may advance (at their own risk) when a fly ball out is caught. If the base-runner fails to tag up on a fly ball out and the fielder completes a force-out at the base-runner’s original base, the base-runner is called ‘out’.

Fielder’s Obstruction: A fielder may not block the base path (or block/stand on a base) for an incoming base-runner, unless he/she is there to make the force-out or tag-out play. The base-runner will be ruled “safe” if he/she would have reasonably reached the intended base safely.

Base-Runner’s Interference: A base-runner may not disrupt or interfere with a fielder making a play on the ball. A dead ball is called and the base-runner will be ruled ‘out’. All other base-runners must return to the last base that he/she touched, prior to the interference. **Base**

Coaches: The batting team is allowed to use 1st and 3rd base coaches. These coaches are to stand in foul territory in the designated coach’s box. Base coaches must attempt to move out of the way of a play in their area. If, in the eyes of the umpire, a base coach is found to have interfered with a play, an “out” will be awarded to the defense. This includes, but is not limited to, inhibiting a defender from pursuing a foul ball or touching a base runner during a live play.

Courtesy Base-Runner: Teams are limited to one courtesy base runner per inning per gender. Anyone on the roster may serve as the courtesy base runner. A courtesy base-runner cannot be used to replace a base-runner based on speed (or athletic/base-running ability). A violation of this rule will result in an “out”.

Excessive Contact: VSL staff/officials will closely watch base-runners and fielders that engage in excessive contact. Any excessive, unnecessary contact or collisions will result in an out and/or ejection. This includes contact with the catcher (or fielder) at home plate. Sliding is allowed by the base-runner. All plays at home plate require the base-runner to either slide or bail out to avoid contact. Any sliding into a base to break up a double/triple play, or any intentional interference (in the eyes of the umpire) with the fielder, then all base-runners may be called 'out'.

Playoffs: 4 teams will make the playoffs and the championships are played in the same day in a single elimination tournament. Seed 1 and 4 will play the first round, then Seed 2 and 3 will play the second round, then the winners of each round will play in the championship.

The Ranking System: We are now implementing a ranking system for A's, B's, C's, D's. For your team to be able to qualify for the playoffs, we will average your scores, and you must average a B or higher to be able to qualify in addition to your regular season standings.

1) Ratings are given to teams after each contest by intramural officials/supervisors. These ratings reflect behavior before, during, and after the contest.

Ratings will be:

A = 4 points. Above average conduct and sportsmanship. Players cooperate with officials and team members. The captain calmly converses with officials and has full control of the team.

B = 3 points. Average conduct and sportsmanship. Team members complain about officials and show minor dissension, which may or may not merit a warning. Teams that receive one warning may receive no higher than a "B."

C = 2 points. Below average conduct and sportsmanship. Team members complain about officials and/or the opposing team, which may or may not merit a warning. The captain exhibits minor control over the team. Teams receiving multiple warnings or one ejection may receive no higher than a "C."

D = 1 point. Poor conduct and sportsmanship. Team members continuously dispute the officials' calls or abusively speak to the officials or opposing team. The captain has little control over self or the team. Teams receiving three or more warnings, or two ejections may receive no higher than a "D."

F = 0 Points. Unacceptable conduct and sportsmanship. Team members are completely uncooperative. The captain has no control over self or the team. 2) In order for a team to qualify for post-season playoffs, they must have a 3.0 average in sportsmanship during regular season round robin play. 3) Any team receiving an "F" rating during the regular season will be declared ineligible for post-season tournament play. The rating information

serves as a guide for team captains and participants. The staff reserves the right to modify ratings based upon individual incidents and/or situations.

Special Contest Situations: 1) A team winning by no-show will receive an “A” rating. A team losing by no-show will receive a “C” rating. If a team loses by no-show but gives at least 4 hour's notice prior to game time via email to the VSL Coordinator or phone call to the VSL Coordinator they will receive a “B” rating.

Forfeit: If you forfeit a game with ***no notice***, you will receive a D for your team and that will be accounted for when the final rankings come out for the playoffs.

All policies are subject to change per the VSL administrators' discretion

More Questions? Email: **Gameon@thevillagedallas.com**

Printed Name and Team Name

Signature

Date
