



Charlestown Co-Ed Kickball League Rules

Location

- Charlestown Little League Park, 152 Steve Hamilton Drive, Charlestown, IN 47111

Roster

- Each team consists of up to 10 players in the lineup. A team may start a game with a minimum of 8 players.
- A team may have up to 20 players in their lineup to kick.
- If a team, for reasons such as injury or ejection, during game play cannot maintain the minimum player requirement, the game will be ended. The score will stand, but the team that fails to meet the minimum player requirement will receive a loss.
- Players on the roster must be at least 14 years of age (birth certificates or official identification may be requested) by the date of the first game of the season.
- Rosters will be frozen at the beginning of the tournament. Players must be on the Team Roster to be eligible for the tournament

Game Time Regulation

- A game consists of 7 innings
- All games will have a 1 hour time limit. No new inning will start after the 1-hour time limit has passed
- No extra innings during the regular season. If the game is tied after 7 innings or the 1-hour time limit, the game ends in a tie.
- During the tournament, extra innings will be played until a winner is determined.
- Games will be played on Thursdays. Make up games will be announced by the Charlestown Parks Department. Make up games will be played on Tuesdays or Thursdays.
- Games are subject to change only with Charlestown Parks Department approval.
- Games will start promptly and on time. Be ready.

Game Rules

Scoring

- A run is scored when a runner safely reaches the home plate before the end of an inning, same as baseball/softball.
- If the team that kicks in the bottom half of every inning is already leading when the bottom half of the final inning is reached, that team wins the game will not kick.
- If the team that kicks in the bottom half of every inning takes the lead during the bottom half of the final inning, that team wins, and the game is ended immediately.

Mercy Rule

- The game will be final if one team leads by 20 runs after 3 innings or 10 runs after 5 innings.

Substitutions

- The number of substitutions in a game and the number of times a player can be replaced by a substitute and re-enter the game is unlimited.
- Teams must maintain the same kicking order when up to kick.
- Each team will be allowed one courtesy runner per inning.
- A participant who is bleeding or has blood on his/her clothes cannot participate until the bleeding has stopped and the clothes changed.

Pitching

- Pitchers must stand with both feet behind the bunt line (line between first and third base) and keep at least one foot on the pitching rubber when making a pitching attempt.
- All pitches must bounce at least twice between the plate and the pitcher's mound.

Kicking

- Everyone on your team may kick. Starting players may move freely from one field position to another, but the batting order must stay the same.
- If a team is playing with 4 females, they may not bat more than 6 males. Males may not kick three spots in a row, this includes when the bottom of the lineup changes to the top.
- Every player that plays in the field must kick.
- Each batter will start with a 0-0 count, with 4 fouls making an out (fouls do not count as strikes). The batter is out after 3 strikes or 4 foul balls, and is issued a walk after 4 balls. Pitches are considered strikes when the ball is within the designated strike zone at home plate.
- Kickers must start on or behind the Kick Line (the line drawn approximately 6 feet behind home plate), and must not cross home plate before kicking the ball. A strike is a ball that rolls through the strike zone and is not kicked or when a player attempts to kick the ball and misses.
- Double/triple kicks will result in a foul ball.
- A kicked ball must travel beyond the bunt line (line drawn between first and third base) to be considered "in play."
- Bunting will not be permitted and is a dead ball and an automatic out. A bunt is defined by any ball that comes to a rest in front of the bunt line.
- The infield fly rule is in effect.

Baserunning

- Baserunners may not leave the base until the pitch is kicked. If a runner is off base before the pitch is kicked, the runner is called out and a "no pitch" is declared.
- Runners must stay within the base line, and fielders must stay out of the base line.
- A player who runs outside their base path in an attempt to avoid a tag, shall be declared out. In this situation, the ball shall remain live unless something else causes it to become dead.
- Runners must avoid contact at all cost. Fielders may not block a base or base line when not making a play on the runner/ball. (Contact result in that player being called out).
- You may overrun first-base, but must not make an attempt to advance.
- Sliding is allowed; however, when sliding all parts of the runner may be tagged, or hit in a throwing situation (IE. you can be hit in the head).
- If a runner comes in contact with a kicked ball while not on a base they will be called out.
- Runners will be awarded an extra base for a ball that is thrown out-of-play.

Fielding

- Maximum of 10 players on the field at one time (Minimum of 4 per gender).
- Women must make up 2 outfield positions, 2 infield positions (pitcher/catcher included).
- If a team does not have at least 8 players or enough females at the start time, that team will forfeit the game.
- All fielders must remain behind the bunt line (line drawn from first to third) until the ball has been kicked. The catcher must remain behind the Kick Line until the ball is kicked.
- Outs are recorded by tagging the base in a forced run situation, tagging the runner with the ball, or hitting the runner with a thrown ball below the shoulders (if the ball bounces you are still out). A player hit in the head MAY be ruled safe according to the umpire's discretion.
- The umpire will automatically call "time" when the ball reaches the infield, with no runners attempting to advance, or retreat.

Field Dimensions

- Bases are 60-feet apart and the pitching mound is 42-feet, 6-inches from home plate. The kicking box (strike zone) will be designated.

Equipment

- Athletic shoes are required (tennis shoes, soccer shoes, baseball/softball cleats). NO METAL CLEATS.

Rules are subject to change at the discretion of the Charlestown Parks Department.



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