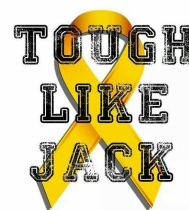


# Tough Like Jack Co-Ed Kickball Rules



## Teams & Registration:

**Registrants aged 5-12 will play in the Youth Division**

**Registrants 13 and over will play in the Adult Division**

1. Each adult team can consist of up to 12 players
  - a. Adults registering as individuals will be drafted onto a mix-match team with other adult individual registrants (up to 12 on a team)
2. All youth will register as individuals and will be drafted onto a team
  - a. To keep the youth division fair and fun

### **Registration Fees:**

Adult Teams - \$200 per team (up to 12 players)

Adult Individuals - \$20 each

Youth Individuals - \$10 each

**\*\*\* All paid registrants will receive a t-shirt \*\*\***

### **Team Late Registration Fees:**

Team registration on or after October 11, 2015

Adult Teams - \$240 per team (up to 12 players)

**\*\*\* All paid registrants will receive a t-shirt \*\*\***

## Games:

1. Each game played will be 4 innings or 30 minutes in length, whichever comes first.
  - a. No new inning may start after 25 minutes
2. Teams will determine Home and Away with a game of Rock, Paper, Scissors.
  - a. The Home team fields first.
3. Each team will kick in an inning.
  - a. Once 3 outs have been recorded or 10 runs, a team's "at kick" is over.
  - b. Once both teams have kicked, the inning is over.
4. A max of 10 players can take the field. All players that field must kick.
5. Kicking order cannot change once the game has begun
6. Teams are allowed 1<sup>st</sup> and 3<sup>rd</sup> base coaches while kicking
7. The referee's final call is the final decision on the field.

## Pitching & Kicking:

1. A pitch must be rolled underhand.
2. Strikes and Balls.
  - a. 2 strikes = 1 out, 2 "un-kickable" balls = walk
  - b. If the referee considers a ball "kickable" then it is a strike.
  - c. Foul kicks are considered strikes
  - d. If a kicker is hit by the ball, it will be considered a ball

3. The kicker must kick the ball behind home plate.
  - a. The foot must kick the ball, no other part of the body.

### **Additional:**

1. Out of Play – If the referee determines the ball is thrown or bounced out of play, the kicker will advance to the next base and the play will stop.
  - a. Only the referee can determine an out of play ball.
2. Fielders must stay out of the base line or the kicker will be called safe.
3. No leading off a base or stealing a base.
4. Runners must tag-up if a kick is caught in the air
5. Runners cannot come in contact with the ball or they are out
  - a. A fielder can throw the ball at a runner – BELOW THE SHOULDERS – to make an out.
  - b. Any ball thrown and contacting a runner above the shoulders will advance the runner to the next base
6. There will only be 1 over the fence home run allowed per team per game.
  - a. Additional kicks over the fence will result in an out for the kicker