

CO-REC CRAZY KICKBALL RULES

This is a non-refereed league.

Teams will consist of ten (10) players; five (5) women and five (5) men. No specific field positions will be specified except for the catcher's position. The team at bat will need to supply their own pitcher.

1. The pitcher will be in the pitching position on the field and will "roll" the ball to the "kicker" (batter) standing just behind home plate. To speed up the game, each kicker will only be allowed two (2) pitches to get the ball into play or the kicker will be called out. The kicker will need to contact the ball behind the restraining line or the kicker will be called out.
2. To avoid a forfeit, teams must have seven (7) players to start a game. Three (3) of the seven players must be women. After that, the next player added needs to be a woman. As the players come into the game, the gender needs to stay balanced until the maximum is met. The minimum of three (3) women rule is used to help prevent forfeits. Counting from the scheduled start of the game: The first five (5) minutes will be a "grace" time; the next five (5) minutes will be taken off the game clock. If a team is not ready to play with the minimum number of players after the 10-minute forfeit period, the game will be recorded as a forfeit. A recreational game is still encouraged to be played.
3. Unlimited free substitution of players on the field. The kicking order must alternate men and women starting at the top of the order. Everyone on the team is encouraged to play at least two (2) innings.
4. There will be no specific number of outs counted. Teams will change fields once 16 players have come to the plate (8 men and 8 women).

Note: Once the 16th player has kicked, the play has stopped, and the ball has been placed at the pitcher's rubber, the teams are encouraged to get into place as quickly as possible. The kicking team does not have to wait for the defensive team to get out into position on the field.

Remember: The kicking team will need to supply their own pitcher.

5. Base stealing is not permitted. A two-step lead off (4 feet) is permitted only after the ball has left the pitcher's hand.
6. Outs will be made by:
 - a) When the second pitch is not put in play.
 - b) Any ball caught in the air (fly ball).
 - c) A runner off base that is tagged or hit with the ball (if a head shot occurs, the runner gets an extra base).
 - d) Leading off the base before the ball leaves the pitcher's hand.
 - e) Force outs that occur (softball/baseball rules).

7. The time limit of each game will be 50 minutes, or seven (7) innings. If a full inning is not finished within the 50-minute time limit, the score will revert to the last full inning of play.
8. It is suggested that fielders never block a base path and the runners do not run over a fielder. Runners must try to avoid contact with the player with the ball at all times. Running over a player with the ball is an automatic out. Sliding is permitted as long as it is done with **safety** in mind, and it is done to avoid a tag.
9. Bunting is not allowed. Kicker must take a full kick at the ball. The kicked ball must travel at least past the pitching area or the kicker is out. All defensive players must start behind the pitcher until the ball is kicked.
10. For safety reasons and for the preservation of the rubber ball, only rubber molded cleats will be allowed. No metal cleats, screw-in type cleats or hard nylon/plastic cleats can be used.

Variation of the Game:

This variation can add more base running options and strategy. The kicker/batter has the choice, after he/she kicks the ball, to either run to first base or run to third. The decision must be made right after the ball is kicked. If any change in the direction of running to first then running to third will result in an out. If the choice is to run to third base, then the kicker/runner needs to continue running the bases in the opposite direction. This variation will allow up to two (2) base runners on a base at the same time. Both base runners can either be running in opposite directions or in the same direction.

Note: Base runners need to be aware of each other, especially while running in opposite directions so to avoid any collisions...

All disputes can quickly be settled by a game of "Rock-Paper-Scissors!"

The positive spirit of sportsmanship is always strongly encouraged. This is a non-refereed recreational league and fair play adjustments will always need to be made by all players. The goal of this recreational league is for all to have an opportunity to experience a positive fun, social, and physical atmosphere.