



CO-REC CRAZY KICKBALL RULES

(This will be a non-refereed league)

Teams will consist of 10 players, 5 women and 5 men. No specific field positions will be specified, except the catcher position. The team at bat will supply their own pitcher.

1. To help speed up the game, each batter will be allowed two (2) pitches to get the ball in play. The pitcher will be in the pitching position on the field and will need to “Roll” the ball to the “Kicker” standing on home plate. On the second foul kicked ball, the batter will be out.

2. To avoid a forfeit, teams must have 7 players to start a game. Three of the seven players must be women. Maximum of 5 men on the field at all times. The minimum of 3 women rule is put in to help prevent forfeits.

Counting from the scheduled start of the game, the first 5 minutes will be a “grace” time, the next 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 2 innings.

4. There will be no specific number of “outs” counted. Teams will change fields only after all players have kicked twice.

Note: It is encouraged for the fielding team, after the last person has kicked the ball and play has stopped, to “Hustle” in as fast as possible and have the first kicker (in the proper order) to kick the ball into the field before the fielding team has a chance to get set up in their positions. Remember, the kicking team supplies their own pitcher!

5. Base stealing is not permitted. A two step lead-off (5 feet) is permitted only after the ball has left the pitcher's hand.
6. When the ball is kicked, the kicker-runner then has two options. He/she may either run to First Base or to Third Base. The base runner then needs to continue running the bases in that same direction. Once the ball is kicked and the commitment is made by starting to run either to first or third base, the runner **cannot** change direction, or the runner will be

out.

Each base can be occupied by either 1 or 2 runners.

7. Outs will be made by:
 - A. Two foul balls
 - B. Any ball caught in the air (fly ball)
 - C. Any force outs on the bases. Remember - - up to 2 runners are allowed to occupy any base.
 - D. A runner off any base that is Tagged or Hit with the ball (no head shots allowed or runner gets a free base)
8. The time limit of each game will be 60 minutes, or 7 innings. If a full inning is not finished within the 60 minute time limit, the score will revert back to the last full inning of play.
9. 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".
10. Kicker must take a full kick at the ball. Bunting is not allowed.

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 a opportunity to experience a positive fun, social, and physical atmosphere.