** Hopewell Area Parks & Recreation**



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**Adult Coed Kickball Tournament-RULES**

1. 8 players will be on the field to play defense (3 or more must be female). Teams will roll (pitch) to their own team. Each kicker will get one (1) foul kick. Foul kicks, or kicks that do not go past the Kickers Arc are considered a foul ball (A fielder touching the ball before it crosses arc line will not be considered an out. It will be a live ball. Fielders must stay outside the kickers arc until the ball has been kicked). If the ball is kicked outside the “kicker’s box” it will be considered an out. The kicker must wait for the rolled ball to enter the “kicker’s box” before they kick it.

2. Teams may have up to 12 players on their roster (4 must be females). Every team must kick at least 8. The line up must alternate as follows: male, male, female, male, male, female and so on. If kicking more than 9 players a 4th female must be in the kicking line up. Every player present is required to be in the kicking line up. Every player is required to play at least one (1) inning in the field. If a team does not have the required minimum number of female players in the fielding lineup or batting lineup, then the team must forfeit. Teams may borrow females from other teams in order to make the minimum fielding and batting lineup requirements in order to play a game.

3. 6 inning games. 3 outs per ½ inning. There is a 1-hour time limit on all games, so please hustle on and off the field and keep your game moving. No new inning can start after 55 minutes.

4. Outs will be made by touching the base prior to the runner reaching safely (on a force) or by throwing the ball at runners. Please remember that this event is meant to be fun and no one should get hurt. NO head shots. If the ball hits the runner in the head it will be a dead ball and the runner will be awarded the base. Runners should not attempt to get hit in the head. If it is evident that the runner was a fault in getting hit in the head, the runner will be out. No leading off the bases. Runner(s) must wait until the ball has been kicked to advance. If Pitcher interferes with a kick or play, kicker is out and runners return to their base.

5. No metal cleats. Plastic or rubber cleats are legal.

6. Each team is in charge of calling outs. The defensive team will call the outs. Any close calls would be determined by a best of 3-paper-rock-scissors duel between the two players most closely involved in the play from each team. Do not compromise your integrity over a simple game and a cheap t-shirt. No fighting or protests. In event of a fight or protest, both teams will be sent home and suspended from the league. This event should be fun for all participants.

7. Mercy rule will be as follows: 15 run lead after 4 complete innings & 10 run lead after 5 complete innings.

8. Home team will be determined by a best of 3-paper-rock-scissors duel prior to the start of the game.

9. No extra innings. Once games are over due to time or innings, it is over. Games can end in a tie in pool play. A kickoff will be used to break ties in the playoffs. Each team will elect one player for the kickoff. The player that kicks the ball the farthest into fair territory would be considered the winner.

10. Score will be kept by a HARP representative.

11. Championship team will receive a prize to commemorate their triumph.

12. No bunting. All kicks must pass the Kicker Arc. Ball must be kicked while inside the kicker’s box.

13. Playoff tie breaker system - 2 teams (head to head) 3 or more teams (runs allowed)

14. Baseball rules will be in use on all rule questions including the infield fly rule.