

PERIWINKLE COED KICKBALL RULES

1. Players must be at least 14 years of age. A player cannot play for more than one In It To Win It team on the day of the tournament. Waivers will be required for every player. If you register on the kickball website then the waiver is done. Before their team's first game, every player needs to check in. If not already completed online, a waiver needs to be signed at check in. At check in each player will be given a wristband which they must wear to be an eligible player.
2. This is a coed tournament. Each team's roster can have an unlimited number of players. No more than 10 players can play on the field at a time and there cannot be more than 5 men on the field. There cannot be more than 6 players in the infield, of which at least 3 must be women. Pitcher and catcher count as infield positions.
3. Teams may kick an unlimited number of players. The kicking order needs to remain consistent throughout the game unless there is an injury. Men cannot kick back to back in the order. If you have more men than women in your kicking order, then the women may kick out of turn and more often to ensure that men are not kicking back to back. However, the women's kicking order still needs to remain consistent. Any player that plays in the field must be in the kicking order. Not every batter that kicks needs to play in the field.
4. All outfielders must remain in the outfield grass until the ball is kicked. If an outfielder runs into the infield dirt before the ball has been kicked then the kicker is awarded 1st base and all subsequent runners will be awarded the next base if forced. When a player is kicking, the infielders excluding catcher must remain behind an imaginary line diagonally thru the infield from 1st base to 3rd base. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked.
5. All kickers will get 3 legal rolls. A legal roll must be of moderate speed within one foot of either side of home plate. A legal roll not kicked is considered a strike. Any roll that is not deemed legal will be re-rolled. No excessive "Bounces". Any rolled ball that bounces 12" from the ground between the pitching plate and home plate is an illegal pitch. A kicker with two strikes is allowed one foul ball. The next foul to that kicker results in an out. All kicks must occur at or behind home plates. A kick in front of home plate or outside the kicking lines is a foul.
6. Bunts are not allowed. A bunt is defined when there is not follow through on the kick. Should a bunt be called the play is dead and the Kicker is out. Base runners must return to the last base occupied.
7. A defensive player may attempt to throw the ball at the base runner to get an out. Any contact above the shoulders will result in the baserunner advancing to the next base. This rule does not apply to players who are hit inadvertently about the shoulder while ducking to avoid the ball. Should the ball make contact with the runner for any reason while the runner is not on the base then the runner is out.
8. No leadoffs or stealing. Runners can only leave the base once the ball is kicked. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning, the kicker at the time will be first up in the next inning.

9. Any excessive contact or collision by base runners can result in an out and/or ejection. Sliding is allowed. Any sliding into a base to break up a double play or any intentional interference with the defensive player in the eyes of the umpire can result in the runner being called out.

10. If the ball is overthrown and hits the fence behind the 1st or 3rd base lines, this is not considered out of play and the runner may advance but at his/her own risk. All thrown balls are deemed out of play when the ball is thrown over the fence out of field of play. On overthrows out of play, the runner is granted the base they are going to (at the point of the throw) plus one more.

11. Any foul ball may be caught for an out.

12. No infield fly rule. Any ball kicked in the air can be caught for an out. The moment a ball kicked in the air in fair territory is touched by a fielder, then runners may advance at their own risk. Even if the ball is tipped or bobbled and then caught by the field, the runners can advance bases without tagging up as soon as the ball is touched by the fielder. By the judgment of the umpire, if a fielder seems to intentionally drop an easy fly ball in order to get an easy double play, then the play is declared dead and the ball will be re-kicked and base runners will return to their original base.

13. Pinch runners are allowed at any time but only for runners on base. Pitch runners must be of the same gender.

14. No cleats with metal spikes allowed.

15. Time limits: All games are 50 minutes or 7 innings.

Just for Fun: Games can end in a tie.

In it to Win it: If the game ends in a tie, the International Tie Breaker Rule will be in effect. The last Kicker from the previous inning will begin on second base, and each Kicker will receive one legal roll to put into play. An out will be called should the ball be kicked foul or the kicker does not kick a legal roll.

16. Inning Run Limit Rule: There will be a 4 run limit per inning through innings 1-4. (Exception: Unlimited runs may be scored if one of innings 1-4 is declared the final inning of the game). Unlimited runs are allowed beginning inning 5. Mercy rule if there is a greater than 15 run lead after 5 innings.

17. Forfeit Rule: 15 minutes after scheduled start of game. Forfeits only apply to In it to Win it games.