



CO-ED KICKBALL LEAGUE

RULES AND REGULATIONS

Mission Statement

To improve the quality of life in our community.

Liability

Medical and accident insurance is the responsibility of the team or individuals that participate in activities at Blue Wahoos Stadium. The Pensacola Blue Wahoos do not carry medical insurance for these participants. Participants play at their own risk. Park Conduct All players, managers, and spectators are required to exhibit good sportsmanship at all time. Any person that violates this principle will be told to exit the premises.

Tobacco

No tobacco (including vape or smoke of any kind) is allowed at Blue Wahoos Stadium at any point in time. Anyone observed possessing tobacco inside the stadium will be asked to immediately discard it. If the same person is seen with tobacco a second time, they will be instructed to leave the premises immediately.

NO outside drinks, food, or coolers. Players may bring a water bottle.

Contact Info

Pensacola Blue Wahoos Events Manager: Shannon Reeves sreeves@bluewahoos.com (850) 341-2949

Pensacola Blue Wahoos Kickball Information: www.milb.com/pensacola/events/kickball

General Rules

Preseason and General Procedures

Team Registration

All teams must register and pay in full with Shannon Reeves and receive a confirmation email before their space is confirmed.

Team Manager

Each team will have a manager as designated by the registration form. This manager acts as the liaison between the park and his/her team. All communication between representatives and the team will run through the team manager. The team manager is held accountable for ensuring all team responsibilities are met throughout the course of the season.

Team Roster

All teams must turn in a completed roster with 10-18 players (five males and five females minimum) no later than Sept. 1.

Player Eligibility

Players may only play on one team per league per season. Players may play in multiple leagues. All players must be 18 years of age or older. All players must possess a valid ID while at the park.

Team Fees

All teams must pay the required league fee of \$750 at the beginning of each season.

Equipment

Uniforms

All players on a team may wear shirts with the same color scheme.

Shoes

No metal spikes are allowed. All players must wear closed-toe shoes.

Balls

The Blue Wahoos will provide balls for each game.

Schedule

The schedule for all leagues will be made and posted on the Blue Wahoo's website after registration for the season has closed. It is the team manager's responsibility to check the website for their team's schedule.

Weather Cancellations

If a game is forced to be cancelled due to weather or other parkwide reason, a notice will be posted on the Wahoos website and the affected team managers will be contacted. If you question whether games are cancelled, check the website or email. If there is no notice, games are still on for that night. Blue Wahoos representatives will decide on cancellations as early as possible. Games cancelled due to weather or other reasons will be made up at the end of the current season. If games have already started, the umpire-in-charge (UIC) is the final authority on the suspension of a game due to weather or other parkwide reason.

Forfeits

If a team is forced to forfeit a game, they must notify a Blue Wahoos representative as soon as possible. A Blue Wahoos representative will notify the opposing team as soon as possible. A forfeit is scored as 20-0 in the non-forfeiting team's favor.

Pregame Team Responsibilities and Procedures

Arrival

Teams should arrive at the park at least ten (10) minutes prior to their scheduled game time and be in their assigned dugout at least five (5) minutes prior to scheduled game time if the preceding game has already concluded.

Lineup Cards

All teams are required to turn in a lineup card prior to each game. Lineup cards must include each player's first and last name, number and batting order. Teams must have a minimum of eight (8) players to start a game. Teams are given a ten (10) minute grace period from the scheduled game time to turn in a lineup card. Once the grace period is over, if no lineup card has been turned in, the game is ruled a forfeit. Teams with at least 8 present players are required to turn in a lineup card and begin the game.

Late Players

Players on the official team roster that are late to a game may be placed on a lineup card before it is turned in. If the players are placed at the bottom of the batting order, no outs will be recorded for a missed at-bat. If the players are placed in the lineup anywhere other than the bottom, a missed at-bat will result in an out.

Game Rules and Procedures

Game Length

All games will have a game time of 1 Hour or 7 innings, whichever comes first. At the end of 1 Hour (and if the inning limit has not been reached), if the losing team is at bat OR the game is tied, the inning will continue until it is finished. If the losing team has already concluded its half-inning at bat and the 30-minute time limit has expired, the game is over.

Run Rule

After 3 innings – 20 runs

After 4 innings – 12 runs

After 5 innings – 10 runs

Tiebreaker

If the final inning after the one-hour time limit ends and the game is still tied, the game will go into an extra-inning tiebreaker. For the tiebreaker, each half-inning will begin with the last batter of the last inning on 2nd base and all batters will begin with a 3-2 count. The inning will proceed as normal, and this process will continue until an inning ends with a difference in score.

Suspended Game

Any game forced to be stopped before 4 innings have been completed will be resumed at a later date. The relevant information including score, inning, time remaining, and batting order will be noted and used upon the game's resumption. A team's lineup for the resumption of the game must be the same as when the game was originally suspended. Any game that is stopped after 4 complete innings is considered completed.

Batting Order

Up to 18 players may be placed in the batting lineup. The batting order may not be changed once it is turned in to the scorekeeper. All lineups must be male/female alternate. Any back-to-back male or female will be recorded an out. A maximum of 10 players are allowed on defense at any time. A minimum of four women must be playing in the field. These 10 players can consist of any players listed on the lineup card. These players may move around to any part of the field but must remain behind the pitching rubber extended until the ball is hit, except for the catcher.

Field Conduct

The umpire is the final authority on all calls during a game. Any player, manager, or spectator that exhibits disruptive language or actions can be ejected from the park at the umpire's discretion. Ejected individuals shall leave the ballpark within 2 minutes. Failure to do so may result in the forfeiture of the game.

Profanity

Profanity will not be tolerated at any point. Individuals heard using profane language will be asked to stop. If they are heard using profanity again, they will be ejected from the park.

Suspension

The Blue Wahoos reserve the right to suspend any program participant for improper behavior or actions. All incidents will be reviewed, and appropriate punishments will be handed down. Games that are rained out/postponed do not count towards a player's suspension. The duration of a suspension is based on the severity of the infraction and is at the park manager's discretion. If a team is suspended or banned from the league, all league fees paid will be forfeited and a refund will not be issued.

Injured Player

When a base runner becomes injured and is unable to continue, he/she may be replaced on the base with a teammate of the same gender who is not on base or at bat. This will not count as a courtesy runner. If the injured player is replaced, they may not return to the game. The injured player's position in the lineup will not become an automatic out. If a field player is injured in the middle of a play, the play will continue as normal until time is called by the umpire.

Game Rules & Procedures

Strike Zone

The strike zone will include the home plate mat and 1 foot inside and outside of the mat. Ball must bounce at least 3 times before home plate. No speed pitching.

Field Positions

Any 10 players in the lineup can play defense.

Pitcher

The pitcher must stay inside the pitching area until the ball is kicked. If the pitcher crosses outside the area, a ball will be called. If the pitcher has the ball in the circle but is attempting to make a play on a runner, the play does not stop. All pitches must be underhanded.

Catcher

The catcher must be positioned at least 3 feet behind the kicker and must remain behind home plate until the ball is kicked. The catcher may not interfere with the kicker.

Substitutions

You are able to substitute at any time you desire, however the substituted player must play at least 1 inning in the field and kick once before being substituted again. This substituted player must remain in the same spot in the batting order for the remainder of the game.

Inning Run Limit

Each team is allowed to score a maximum of 10 runs in an inning. The final inning and extra innings will have no run limit.

Count

The count for each kicker begins at 0 balls and 0 strikes.

Called Time

Once the pitcher receives control of the ball in the circle, and they are not attempting to make a play, the umpire will call time and the play is dead. If a runner is advancing base and more than halfway to the next base when the pitcher receives the ball, they may advance to the base. If they are less than halfway, they must return to the previous base.

Kicking

- All kicks must be made by foot. Any kick is legal, granted the ball travels past the bunt area.
- Kickers may not stop the ball and then kick. It must be one fluid motion.
- All pitches must reach the front of the strike mat extended before a kick can be attempted. If a kicker contacts the ball in front of the mat, the defense will have the option of accepting the result of the play or the kick will be designated a foul ball. 13
- Bunting is not allowed. If a defender touches the ball before it has exited the bunt area, the defending team has the choice of accepting the result of the play or the kick will be designated a foul ball. The bunt area is defined as fair territory from home plate to the front of the pitching area extended to the foul lines.

Outs

The following are the means of obtaining an out by the defense:

- A count of 3 strikes
- Any kicked ball that is caught in the air
- Possession of the ball while standing on a base in which a runner is forced to advance to, before they arrive. Hitting the base with a thrown ball does not count as an out. Possession must be maintained.

- Hitting a baserunner with the ball who is not touching a base, except for runners running straight through first base or into foul territory. Hitting a baserunner with the ball above the shoulder level does not count as an out unless the runner intentionally ducks their head to block a ball or is sliding.

Stealing and Leading Off

There will be no stealing or leading off in any league. Any runner caught leading off before the ball is hit will be called out.