



## Official Xoso Kickball Tourney Rules

### Honor Code

Xoso Coed Kickball is played on the honor system. It is important to remind yourself and your teammates that everyone in the league is here to have fun and meet new people. Unsportsmanlike conduct will not be tolerated. Alcohol is no longer permitted at the field.

1. **This is an adult SOCIAL league - relax, have fun, and don't be too serious!**
2. **All players must be registered, paid, and at least 21 years of age.**
3. **By registering and signing the Xoso Release of Liability form, players agree that Xoso and its staff will not be held responsible or liable for any injuries occurring as the result of participation in any Xoso Activity.**

### Field

1. The field is a standard Softball Field.
2. The pitching area is located directly between 1st and 3rd base.
3. The "Bunt" Line is located approximately 20 feet in front of home plate and extends toward the 1st and 3rd base lines (20ft from the plate on either base line). Please see "Bunt" Line Rule under the "Bunt" Line Section.

### Equipment

1. All players must wear closed-toe shoes. Sandals are prohibited.

### Teams

1. A maximum of 10 players on the field during play.
2. A team must have 3 of each gender to prevent a forfeit.
3. Maximum of 6 men on the field.
4. Only rostered team members are allowed to play. NO EXCEPTIONS.

### Game Play

1. All players must kick, alternating between males and females. Any persons identifying as Non-Binary will bat between 2 females in a non-binary batting position.
2. Each team must be able to provide a written lineup if asked by the Head Umpire or the other team.
3. The "kicking" lineup may not change unless a player is removed from the game.

### Regulation Games

1. A tourney game consists of 5 innings, time permitting.

2. In pool play, games may end in a tie.
3. A game will be considered regulation if it is called off for any reason after 3 completed innings.
4. The team leading after the last full inning will be declared the winner.
5. A game may not last longer than 45 minutes.
6. A game called after 30 minutes of play due to time shall be considered regulation.
7. For the purposes of tiebreakers, no team shall win or achieve a differential of more than +10, even if the team won by more than 10 runs.

### **Forfeits**

1. Teams will be given a 5 minute grace period.
2. Teams that fail to abide by their scheduled game time will forfeit their game.
3. A team that uses a player not on their roster will forfeit their game.

### **Fielding**

1. The fielding positions : Pitcher, Catcher, 1B, 2B, SS, 3B, and 4 outfielders. Outfielders must be at least 15 feet behind the baselines.
2. No player may advance beyond the 1st/3rd base diagonal before the ball is kicked. If they do so, and the play results in an out, the kicker may re-kick if they'd like.
3. In the event that a team is short players, they may place defenders at any position on the field they see fit.
4. There is an 8 run limit per inning except in the last inning where there is no limit.

### **Pitching / Catching**

1. Pitching must be underhand. Overhand pitches will not count as a pitch.
2. There are no strikes or balls. The Head Umpire may tell the pitcher the next pitch must be a quality pitch or the kicker will be awarded 1st base if the pitcher is not giving the kicker anything to kick.
3. The pitcher must remain at or behind the pitching line until the ball is kicked.
4. The catcher must be at least three feet behind home plate until the ball is kicked.

### **Kicking**

1. All kicks must be taken at or behind home plate or a foul will be called.
2. Bunting is allowed as long as it passes the "bunt" line. See "bunt" line below.
3. There are no strike outs or walks, but a 3rd foul will result in an out. Kickers can wait for "their" pitch, but the head umpire has authority to tell the kicker they need to kick the next "kickable" pitch or be declared out if the kicker is delaying.

### **"Bunt" Line**

1. The "Bunt" Line is located approximately 20 feet in front of home plate and extends toward the 1st and 3rd base lines. (20ft from the plate on either base line).
2. All kicks must reach the "Bunt" Line. Balls not reaching the "Bunt" Line are fouls.
3. A ball fielded before it touches the "Bunt" Line is a foul.

### **Running**

1. Runners must stay in the base line. If a runner leaves the baseline they are considered out.
2. Fielders must stay out of the baseline.

3. If a fielder interferes with a runner in the baseline, the runner safely advances to the base they were approaching.
4. Fielders making a play on a base must lean out of the baseline when making a play on the bag.
5. Leading or stealing is not allowed. A runner leading off a base before the ball is kicked is out.
6. **There is absolutely no sliding (nor diving) at any base.** It will be considered an automatic out.
7. Runners must run to the safe base at 1st and at home plate (if available). Runners going to first may choose to step on the bag if there is no play at first and they want to run to 2nd.
  - a. There will be a force out at home once the runner has crossed the halfway point (commit line). No tag outs at home.
    1. Runners may run back to 3rd base after crossing the commit line in order to “tag up”.
8. Hitting the runner in the head or neck is prohibited. If the runner is hit above the shoulders the runner will be awarded a free base (past the base in which they are approaching).
9. If a runner intentionally uses the head or neck to block the ball the runner is out.
10. All ties go to the runner.
11. Tag ups are allowed.
  - a. A runner may “Tag Up” by touching their original base after a kicked ball has been caught. They may then try to run to the next base if they choose to do so.
12. On an out of bounds ball the runner may advance to the base they were approaching plus one extra base.
  - a. Out of bounds is considered outside the fence, behind the dugout, behind the backstop, or in the street.

### **The “Ho” Run**

1. On a home run kick the kicker may opt to re-run the bases.
  - a. ONLY the kicker may re-run, not players on base when the ball was kicked.
2. If the kicker makes the turn from home towards first base the play immediately becomes a force out at 1st base.
3. If the kicker is out at any point on the 2nd lap, the original run will score but the out will count.
4. The kicker may choose to stop at any base on the re-run and play will proceed as normal.

### **Ball in Play**

1. Once the pitcher has the ball in control and on the pitchers mound the play is over.
  - a. If a runner has advanced past the halfway point, they may proceed to the base. If not, they must return to the last base they crossed.

### **Fouls**

1. A foul is:
  - a. A kick landing, or being first touched, in foul territory.
  - b. A kick that lands in fair territory but travels into foul territory before passing 1st or 3rd base except when touched by a player.
  - c. A kick made beyond home plate.
  - d. A kick that does not cross the “Bunt” Line.
  - e. A ball fielded before it crosses the “Bunt” Line.

### **Outs**

1. An out occurs when:

- a. 3 fouls.
- b. A runner touched by a ball at any time while not touching base.
- c. A runner leading off a base.
- d. A force out when a runner is forced to run.
- e. Any kicked ball that is caught in the air.
- f. Running to the non-safe home plate base.

### **Injuries**

1. All players must kick, but do not have to field.
2. Pinch runners will only be allowed if a player does not return to the game or to maintain the male/female kicking order if there is a limited number of one gender.
3. Pinch runners must be of the same gender if possible and must be the last person to get out. If not, the opposite gender runner will take the spot furthest from scoring.

### **Sportsmanship**

1. Any player or team may be removed for the remainder of the tournament, and denied registration for subsequent leagues due to unsportsmanlike conduct at the complete discretion of Xoso if it is in the best interest of the league/tournament.

In the event that there is a tie after 5 innings during tournament play, each team will start the 6th inning with a runner on second base. Each team may choose to have a male or female start on second in the 6th inning; however, the lead runner must alternate sexes every inning. Please note that if the kicking team chooses to start with a male on 2nd base in the 6th inning, a male may still lead off kicking in that inning. If it is tied after 6 innings, each team will start the 7th and subsequent innings with a runner on both 2nd and 3rd base. The runners can be any gender, but the lead runner needs to be the opposite gender from the gender used in the 6th inning and should rotate each inning. i.e. if a male starts the 6th on 2nd base, a female will then have to start the 7th inning on third base, followed by a male on third base in the 8th inning, etc.

All other playoff scenarios that occur will be treated on a case-by-case basis by the Sports Director. The Sports Director has the final say on any disputes and will treat each situation in the fairest and most logical way.

Please email Xoso at [disputes@xososports.com](mailto:disputes@xososports.com) if you have any questions about these rules.

**These rules may be modified as needed to make the league more fun for everyone.**