Official Xoso Coed Kickball Rules - Updated 1/1/26

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 18 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 30 feet in front of home plate and extends toward the 1st and 3rd base lines (30ft 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.
2. The official ball is a red 10" playground ball.

Teams

1. Team rosters generally consist of 12 – 14 members with at least 4 of each gender.
2. A team must have 2 of each gender AND six total players to prevent a forfeit.
   a. Each team will have 5 minutes from the scheduled game time to meet the minimum attendance rule.
3. Only paid Xoso league members are allowed to play. NO EXCEPTIONS. Any team using a player not on their roster who did not register as a sub will forfeit their game. Subs can register at http://www.xososports.com/page/sub-registration
4. A player may only play on one playoff team. If rostered on multiple teams, they will need to choose one team to play with for playoffs and may not switch teams if their chosen team is eliminated.
5. **Roster Checks**: Captains have the right to ask for a roster check of the opposing team. The request must be made with the official either before or during the game but before the 20 minute mark. Once the game has played more than 20 minutes, no roster checks may be done unless a player shows up late. If it is found that the opposing team is playing with an "illegal player" (i.e. not on that team's roster or registered as a sub) then staff reserves the right to remove the player and forfeit the game. Roster checks may not be done after the game and Xoso staff decisions are final.

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Game Play

1. All players must kick, alternating between genders. Any persons identifying as Non-Binary may kick in any batting/kicking 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 regulation game consists of 7 innings, time permitting. No new inning will begin after 40 minutes. All innings will be finished once started, unless the home team is winning and up to kick after 40 minutes, in which case the game is over.
2. Any inning starting between 35 and 40 minutes of game time will be declared the last inning, and no run limit will apply. (see Mercy Rules below)
3. If the game ends in a tie, then the game is a tie. The only exception is when, time permitting, both team captains and the umpire agree to play an additional inning. If time expires while the score is tied, the game will end and be recorded as a tie.
4. A game will be considered regulation if it is called off for any reason after 3 completed innings or 2 ½ innings if the home team is winning.
5. The team leading after the last full inning will be declared the winner.
6. A game may not last longer than 45 minutes unless both teams, the umpire, and the schedule permit it (i.e. no game following).
7. A game called after 30 minutes of play due to time shall be considered regulation.
8. If a game is “called” before 3 full innings, and the teams have not played at least 30 minutes, every attempt will be made to make up the game.
9. If the game is unable to be made up, it will be considered a tie.
10. **Mercy Rules:**
    a. A team losing by 12 or more runs may opt to end the game.
    b. There is a 5 run limit per inning except in the last inning where there is no limit.
    c. 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. Teams unable to field the minimum roster at 5 minutes after the scheduled game time will forfeit. This time counts towards the 40 minute game time. This grace period is optional, and teams that can field a legal lineup will not be permitted to stall and wait for more players.
2. A team that uses a player not on their roster will forfeit their game, unless it’s a paid sub that registered through the website and checked in with the head umpire.
3. A team that registered as a team that uses a player under 18 will forfeit their game.
4. Any team that forfeits two or more games will be ineligible for the playoffs.
    a. Exceptions may be made at our discretion if two forfeits occur on the same day if properly communicated in advance.

Fielding

1. The fielding positions : Pitcher, Catcher, 1B, 2B, SS, 3B, and 4 outfielders. Outfielders must be at least 15 feet behind the baselines.

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2. A maximum of 10 players on the field during play. **At least 4 of the 10 spots in the field must be held by women. If only two women are present, the team must play with two less people in the field (so 8 fielders) If three women are present, the team must play with one less person in the field (9 fielders).**
3. 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.
4. In the event that a team is short players, they may place defenders at any position on the field they see fit.

Pitching / Catching

1. Pitching must be underhand. Overhand pitches will not count as a pitch.
2. The ball may NOT BOUNCE, SPIN, or CURVE. (Baby bouncies are okay.)
3. 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.
4. The pitcher must remain at or behind the pitching line until the ball is kicked.
5. 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 30 feet in front of home plate and extends toward the 1st and 3rd base lines. (30ft 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 baseline. If a runner leaves the baseline they are considered out.
    a. A runner's baseline is established when the tag attempt occurs and is a straight line from the runner to the base to which he or she is attempting to reach. It is important to note that in order to enforce this rule, the defense must attempt to tag the runner.
2. Fielders must stay out of the baseline UNLESS making a play on the ball.
    a. Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.
    b. If a fielder obstructs a runner in the baseline, the runner safely advances to the base they were approaching.
    c. Since fielders have a right to occupy any space needed to catch or field a kicked or thrown ball, runners are not given the "right of way" on the bases. If a runner is adjudged to have interfered with a defensive team's efforts, then the runner can be declared out for interference.
3. Fielders making a play on a base must lean out of the baseline when making a play on the bag.
4. Leading or stealing is not allowed. A runner leading off a base before the ball is kicked is out.
5. There is absolutely no sliding (nor diving) at any base. It will be considered an automatic out.

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6. 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). The ball must be thrown to the catcher to force the runner out. Fielders may not tag or throw the ball at the runner.
        1. Runners may run back to 3rd base after crossing the commit line in order to "tag up".
7. 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).
8. If a runner intentionally uses the head or neck to block the ball the runner is out.
9. All ties go to the runner.
10. Tag ups are allowed.
    a. A runner may "Tag Up" by touching their original base after a kicked ball has been touched by the fielder. They may then try to run to the next base if they choose to do so.
11. 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 second time.
    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 a fielder has the ball in control and on the pitchers mound the play is over. The "mound" area shall be at the umpire's discretion.
    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.

Foul Balls

1. A kick that lands in foul territory but travels into fair territory before passing 1st or 3rd base is FAIR, unless touched by a fielder in foul territory before passing the base.
2. A foul is:
    a. If not touched by a fielder in fair territory, any ball that first contacts the field in foul territory beyond first or third base is considered foul.
    b. Any ball that first contacts a fielder while the ball is in foul territory is considered foul.
    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.

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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. If not, the opposite gender runner will take the spot furthest from scoring.

Officiating

1. **Only team captains may dispute calls with the Officials.**
2. All decisions by Officials are final, with the head umpire having priority.
3. Any player who commits the following infractions shall be declared out at the Officials' discretion:
   a. No player shall use abusive language.
   b. No player shall engage in any unsportsmanlike conduct.
   c. No player shall argue with a Xoso staff member or Official.
   d. No player shall intentionally throw at any player's head**.**
4. Any player who breaks the above rules twice in one match shall be ejected.
5. Any player ejected twice in a season shall be removed from the league.
6. Before each game the Head Umpire should remind both teams that fielders should remain behind the 1st-3rd diagonal until the ball is kicked, the kicker must kick at or behind home plate, play ends when a fielder has the ball on the mound, and that there are no lead offs or sliding.
7. Umpires have complete authority and may:
   a. call a time out;
   b. call off a game because of weather or other reasons;
   c. penalize or eject a player, including game ejection, for any reason.
   d. ejected players must leave the field for the duration of the day in question.
8. Official Duties
   a. The official will be responsible for:
      i. Starting games
         1. Keeping time
         2. Recording each win and loss
         3. Enforcing the honor system
         4. Enforcing all penalties
         5. Managing the game
         6. Turning in the final score
         7. Call any game after 45 minutes.
         8. Umpires may make rulings at their discretion at the time of the play. These rulings will not necessarily become part of Xoso's official kickball rules.

Sportsmanship and Cards

1. Any player or team may be removed from the league for the remainder of the season, and denied registration for subsequent seasons due to unsportsmanlike conduct at the complete discretion of Xoso if it is in the best interest of the league.
2. **Some Causes for Discipline**
   a. Drug and alcohol use on or near the playing court/field.

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b. Arguing calls, especially by non-captains with other players, referees, or Xoso staff members.
c. Unsportsmanlike communication between opposing teams, both verbal and non-verbal:
    i. Arguing, yelling, pointing, questioning, misleading or confusing the other team with incorrect rules, swearing and other foul language.
        1. Warnings should be given to BOTH teams at first.
    ii. Moving in an intentional or threatening manner, physical abuse or posturing shall result in an immediate ejection.
d. Foul language or behavior directed towards referees, spectators, players, or Xoso staff members.
e. Intentionally throwing a ball at a referee, Xoso staff member, or spectator.
f. Intoxication

Protests and Disputes

1. Protests and disputes must be filed on paper with the Xoso staff member on site or by email on the day in question.
2. Team captains may dispute the final score of a match or the receipt of a Yellow or Red Card for a team member by explaining in detail their reasoning.
    a. Disputes based on referees judgement calls (safe, out, etc.) will not be heard.
    b. Only rules explicitly outlined in this document shall have grounds for reversal.
    c. The initial ruling shall be considered accurate, and the burden of proof shall rest with the captain filing the protest.
3. The Xoso staff shall consider all protests and may request additional information/perspectives from other players and witnesses in the interest of making the proper determination and ruling on the protest.

Playoffs

After 40 minutes of play, each team will start the next inning with a runner on both second and third base. The runners may be of any gender. Please note that if the kicking team chooses to start with a man on 3rd base, a man may still lead off kicking in that inning. If it is tied after this inning, the outcome of the game will be decided by rock, paper, scissors to avoid having games play indefinitely due to ties. If time allows, the championship game will play additional innings before the rock, paper, scissors comes into play.

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 comeplay@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.

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