

Rules of Play – Kickball 2019

1) The Playing Field

- The kickball diamond is square with equal sides of 60 feet
- The pitching strip is at the center of the diamond (directly aligned on the first and third base diagonal)
- The strike zone extends to three feet on either side of home plate

2) Teams/Captains/Rosters

- Teams will field no less than eight (8) players and no more than ten (10)
- Teams will consist of at least four (4) male and four (4) female players at all times
- Each team has a Captain (or Co-Captains) who will be responsible for said team
- The Captains must ensure that
 - o Their team kicks in a written order alternating gender
 - o All present team members kick before the top of the order
 - o Their team plays with sportsmanship, respect and candor
 - o Only the captain may dispute calls made by the referees
 - o All disputed calls will be appealed to the Head Referee only
- All players must be on a team roster
- All players must sign a release and waiver before playing
- All team members must be at least 18 years old

3) Officials

- Games are officiated by two (2) referees:
 - o The Head Referee: Governs all game play, issues final ruling on all calls
 - o Field Referee: helps call outs, foul balls, action in the field of play, aids the Head Referee with disputed calls

4) Kicking /Bunting/At the Plate

- All kicks/bunts must be made by foot
- All kicks/bunts must occur at or behind home plate
- Bunting is allowed
- Kicking order will alternate by gender
- Kick/Bunts must leave the area of home plate
- Bunts that fail to leave the home plate area will be called a foul ball
- Pitchers are not permitted to charge the plate until kicker makes contact with the ball
- Homeruns
 - o Any ball that is kicked and hits or clears a sidewalk fencing or road on the fly
 - o Any ball that bounces off a fielder and hits or clears a sidewalk fencing or road on the fly
- Ground Rule Doubles
 - o Any ball that is kicked, lands in the playing field and then enters a sidewalk, fencing or road
 - o Any kick that bounces off a fielder, and lands in the playing field and then enters a sidewalk, fencing or road
 - o Irretrievable Balls: a fair kick landing in the hedges, flowers, stairwell, etc.
 - o Base runners are awarded two (2) bases after the moment a ground rule double is determined
 - o Stationary items outside of the field of play are considered unplayable and will therefore be considered a dead ball

5) Pitching/Catching

- All pitches must be rolled at a reasonable speed
- The pitcher must stay in the area of pitching until the kicker makes contact with the ball
- All pitches will be rolled to a catcher
- Catcher will be stationed adjacent to the kicker until contact is made with the ball
- No player may advance forward of the pitching strip until the ball has been kicked
 - o Violation will result in BALL called by referees
- Strikes
 - o STRIKE is a pitch rolled within the strike zone not kicked or missed by the kicker

- BALL is a pitch outside of the strike zone or a pitch that is bouncy
- There will be two cones placed adjacent to home plate. They will determine the strike zone as previously stated. If a pitch come in contact with the cones are any point that particular pitch will be considered a ball.

6) Fielding

- Infield Fly
 - A player may not intentionally drop a catchable ball in an attempt to complete a double play. Intention will be determined by referees.
 - Fielders and teams get the benefit of the doubt on first dropped ball. Referees will determine subsequent relatable situations and may call unsportsmanlike conduct violation.
 - If referees call an unsportsmanlike conduct violation, all kicking team's players may advance one base and kicker is awarded the move to first base.
 - Any ball in play that is sent out of play by a fielder is called a dead ball. Runners can advance one base on the overthrow.
 - The play stops once the ball is in the pitcher's hands within the infield. Runners that are halfway advanced to their next base are awarded that base. Runners not halfway must return to the previous base.

7) Running the Bases

- Runners must stay within the base line (Fielders must try to stay out of the baseline)
- Runners must use orange safety base when running to first base
- Runners hindered by fielders within the base line will be called safe
- Blocking of the bases is not permitted. Called blocks result in a safe call.
- All "ties" or "close calls" are awarded to the runner
- No leading off or stealing bases is allowed
- Runners must have at least one foot on the base until the ball is kicked
- If a ball is caught in the air by a fielder, runners must return to their base and "tag-up" before advancing to the next base.
- Runners struck in the head or neck with the ball will be ruled safe
- If the runner intentionally uses their head to block the ball, the runner will be called OUT
- Runners may over run first base
- Runners may not pass another runner while on the base path
- Intentional sliding is not permitted and will result in an automatic OUT

8) Player Contact

- Referees may eject any player for unsportsmanlike conduct or unruly behavior. Players will receive one official warning, with a second violation result in in ejection from the game

9) Additional notes

- Cleats are not permitted at any time at The Commons
- Rain-outs will be made up, schedule permitting
- Any game cancellation will be reported to the team captains by 4:00pm on game day
- Eight (8) runs in an inning ends the inning for the kicking team
- 8-0 will be the resulting score for any forfeit
- There will be a ten (10) minute grace period for game starting time. Teams must be game ready within ten (10) minutes of scheduled start time or a forfeit will be called.
- Games will be scored by completed innings only and average 40-45 minutes in length