

KICKBALL ON THE COMMONS RULES

1) The Playing Field

- The kickball diamond is a 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 and one foot behind home plate (purple cones are in the strike zone)

2) Teams/Captains/Rosters

- Teams will field no less than eight (8) players and no more than ten (10)
 - a. One fielder must be a catcher*
- 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:
 - a. Their team kicks in a written order for both males and females*
 - b. Each gender has their own lineups but kicking order will remain alternating.*
 - c. Their team plays with sportsmanship, respect and candor*
 - d. Only the captain and co-captain may dispute calls made by the referees*
 - e. All disputed calls will be appealed to the Head Referee only*
 - f. Line-up cards are filled out and submitted to Referee prior to first pitch*
- 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:
 1. The Head Referee: Governs all game play, issues final ruling on all calls and keeps kicking order.

2. Field Referee: helps call outs, foul balls, action in the field of play, aids the Head Ref with disputed calls.

4) Kicking/At the Plate

-All kicks must be made by foot

-All kicks must occur at or behind home plate

-Kicking order will alternate by gender (male/female or vice versa)

-Bunting is not allowed (bunts are based on the kicker's intent as interpreted by the Refs)

a. All bunts count as one (1) foul ball

-Homeruns:

a. Any ball that is kicked and hits or clears a sidewalk, fencing or road on the fly

b. Any ball that bounces off a fielder and hits or clears a sidewalk, fencing or road on the fly

-Ground Rule Doubles:

a. Any ball that is kicked, lands in the playing field and then enters a sidewalk, fencing or road.

b. Any kick that bounces off a fielder, lands in the playing field and then enters a sidewalk, fencing or road.

c. Irretrievable Balls: a kick landing in the hedges, flowers, stairwell, etc.

d. Base runners are awarded one (1) base only after a Ground Rule Double

-Fouls

A foul kick is called as followed:

a. Any kick landing out of bounds

b. Any kick landing in bounds and traveling out of bounds before reaching the bases

c. Any kick not traveling past home plate

-Deadballs

A ball which enters an out of play zone (sidewalk, fencing, or garden)

a. Play is automatically called dead

b. All players will be allowed one base

c. All runners will be allowed to advance to their next base if they decide to.

5) Pitching/Catching

- All pitches must be rolled at a reasonable speed.
- The pitcher must stay in the area of the pitching strip until the ball is kicked.
- All pitches will be rolled to a catcher (positioned behind the kicker).
- No player may advance forward of the pitching strip until the ball has been kicked. Violation will result in the runner being safe at first.
- Strikes: A strike is a pitch rolled within the strike zone not kicked (or missed) by the kicker.
- Balls: A pitch outside of the strike zone or a pitch that is bouncy
- Pitchers can stop the play by holding the ball over their heads within the infield
- Fouls and strikes are separate

6) Outs

-Outs are called as followed:

- a. Three strikes or four foul kicks per "at bat"*
- b. A runner touched or hit by the ball after a kick*
- c. A runner touched or hit by the ball while running the bases*
- d. A runner who is touched by the ball at any time the ball is in play*
- e. A ball tag on the base to which a runner is forced to run and does not*
- f. A runner caught off of the base before the ball is kicked*
- g. Any kicked ball (fair or foul) caught before it hits the ground*
- h. Failure to "tag up" on a caught fly ball.*
- i. Lineup violation- kicking out of order*

7) Fielding

-Infield fly

a. A player may not intentionally drop a catch-able ball in an attempt to complete a double play.

b. Fielders and teams get the benefit of the doubt on first dropped ball. Referees will determine subsequent relatable situations and call unsportsmanlike conduct if need be.

c. If referees determine unsportsmanlike conduct, all runners may advance one base and kicker is awarded first base.

-Stopping play

a. The play stops once the ball is in the pitchers hands and above their heads within the infield.

b. Runners that are half way advanced to their next base. If not halfway they will be sent back to their originating base.

-Interference

a. The runner has the right to the base path at all times

b. Runners that are hindered by a fielder in the base paths or are not given ample room to reach their base (blocking) are considered safe

c. The first baseman can not reach over into the base path to catch a ball if it interferes with the runner attempting to reach first base.

8) Running: On the Bases

-Runners must stay within base line (Fielders must try to stay out of 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 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 initially struck in the head or neck with ball will be ruled safe.
- If the runner intentionally uses his/her head to block ball, the runner will be called out.
- Runners may over run first base using the orange safety base.
- Runners may not pass another runner while on the base path. The runner who passes is out.
- Intentional sliding is not permitted and will result in an automatic out.

9) Player Conduct

- Referees may eject any player for unsportsmanlike conduct or unruly behavior. - Players will receive one (1) official warning, the second results in an ejection.

9.) Additional Notes

- Cleats are not allowed at any time at the Commons.
- Rain-outs will be made up, schedule permitting.
- Any game cancellations will be reported to the team captains by 3:30 p.m. 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. Teams must be read to play at the 10 minute mark or a forfeit will be called.
- Games will be scored by completed innings only and average 40-45 minutes in length.

HAVE FUN! Thank you for your cooperation and good sportsmanship.