

BRUSHY CREEK KICKBALL RULES

These rules may be revised/or altered at any time at the discretion of the league coordinator.

THE GAME

Kickball is a game that closely resembles slow pitch softball. The game is played with 10 fielders and lasts for 50 minutes with a maximum number of 7 innings. Players are asked to turn in their line-up to the umpire 5 minutes before actual game time. The clock starts at game time. If a team does not have enough players to start, that team will have 10 minutes to find substitute players. After the 10 minute period, a team with less than 9 players will forfeit their game. (A team can start with 9 players as long as they have at least 4 girls. The maximum amount of guys allowed in the lineup is 5. There is no limit to the amount of girls allowed in the lineup.)

GENERAL RULES

Teams will consist of 10 players on the field but may start with 9 (1 automatic out at the end of the batting lineup). If the 10th player arrives, then he or she will occupy the 10th position in the batting order (or in between the last same gender position).

Teams may have more than 10 players as long as the team goes through the lineup as it is written. This gives an opportunity for teams with more than 10 players to have a chance to kick. If a player plays in the field, then he/she is required to be in the kicking lineup. Lineups need to be given to the umpires for any protests, NOT given to the other team.

All teams are co-rec and must field 5 men and 5 women batting in a staggered lineup (male/female or female/male). A team **CAN** start with more men than women, but only with the ratio of 5 guys/4 girls.

All batters come to the plate with a one ball and one strike count.

A male who is walked is automatically awarded second base (**but must first touch first base**) with the female batter after him having the option to walk or kick. Any runners already on base will advance only if they are forced to.

A game called off after 25 minutes because of bad weather shall be considered a regulation game (hard rain, lightning, etc). Because of the time limit of 50 minutes, there will not be a run rule used. If a game is tied after 50 minutes, the game will be recorded as a tie.

PITCHING

The pitcher must deliver the ball one hand, releasing the top of the ball below his/her waist toward home plate. The pitcher must remain in the pitcher's circle until the ball leaves their hand. Any violation of the above will be called a ball.

The strike zone is designated from one line to the other. Balls pitched too bouncy (top of the ball higher than the bottom of the kicker's knee) will be called an automatic "ball" by the umpire. However, if the kicking team decides to kick the ball, the ball will be live and is playable. Kickers with two strikes will be allowed one extra foul, a "courtesy foul". The next foul after that will result in an out.

STRIKES

A strike is called when:

1. Any part of the ball enters any part of the strike zone and is either not kicked or kicked at and missed,
2. Kicked into foul territory and not caught,
3. Or is double-hit (Kicker must make single contact with the ball).

BALLS

A ball is called when:

1. The ball is bounced over home plate higher than the bottom of the kicker's knee,
2. The ball does not bounce twice before reaching the kicking strip
3. Or the pitch is deemed illegal.

OUTS

A kicker is out when:

1. A kicker leaves the kicker's circle and attempts to kick the ball
2. When a kicker steps over the plate while kicking
3. A kicker interferes with the catcher's ability to make a play

BUNTS

BUNTING IS NOT ALLOWED. This will be called a dead ball immediately and ruled a "foul ball" by the umpire. *This call is a judgment call and is not debatable.*

BASERUNNER

A kicker becomes a runner when:

1. Ball four is called
2. An infielder interferes with the pitch
3. Or when a legal kick has taken place and they reach base
 - a. A legally kicked ball is fair when the ball settles in the infield or is touched by a fielder or umpire while on or over fair territory, when it touches first, second, or third base, or it touches on fair territory beyond first and third base.

Base runners may not steal, lead off, or advance until the ball has been kicked. Violation of this rule will result in the runner being called **out** by the umpire, dead ball called, and the pitch is pitched again (unless the runner called out is the third out – if so, that batter will lead off the next inning).

Any overthrow leaving the field of play (out of bounds) will lead to base runners advancing one base only.

Base runners may not interfere with a defensive player trying to field a ball. Base runners standing on the base being struck by a kicked ball are not out; the ball is live and playable. Base runners struck by a kicked ball while running to another base are out. An umpire being struck by a kicked ball is part of the field; therefore the ball is live and playable.

There are no courtesy runners in kickball. If a runner is hurt or needs to come out, a normal substitution will need to be made for that player with the substitute kicking in the injured player's position in the kicking order. The injured player will not be allowed to return to the game.

BASIC RULES (Defense)

The infield must have 3 males and 3 females, with a male/female combination at pitcher/catcher (or female/female if 6 females, 4 males). The infielders and outfielders must be staggered girl/guy/girl/guy or guy/girl/guy/girl. Exception: more than 5 girls on the field.

Outfielders must position themselves in the designated outfield area (beyond the infield). Infielders and outfielders may **not** change positions during an inning. Position changes must wait until the next inning begins.

All defensive players must wait until the ball is kicked to move forward and infielders cannot cross the red line running from 1st to 3rd base. The pitcher and all defensive players cannot charge the kicker until the ball has been kicked. **Penalty:** automatic “ball” called by the home plate umpire.

The defensive player can **throw** (not bounce) the ball at the runner to get the runner out. It is a judgment call by the umpire if the ball was **controlled** by the defensive player before throwing the runner out. The thrown ball must hit the runner at the shoulders or below; the runner is not out if hit in the head area.

Exception: runner slides or ducks to avoid the thrown ball.

All players must remain **inside** the dugout area unless they are on defense, up to kick, or they are a base runner. The kicking team is allowed to have base coaches at 1st and 3rd base, but only **one** per base.

Fielders must stay out of the baseline except for fielding a kicked ball. Fielders may have their foot on the base but must lean out of the baseline.

There is no infield fly rule in kickball.

Stalling (Pitching and Kicking)

If the umpires believe that a kicker is stalling for time by remaining in the dugout or a pitcher is stalling before throwing a pitch, the umpires will give a “warning” to the stalling player. If the stalling continues, the umpires will enforce a “strike” to the kicker or a “ball” to the pitcher.

Playoffs

The top four finishers in each division will qualify for the playoffs. Teams that are tied with each other will go to a tie-breaker system: First, head to head will be used. Second, “runs allowed” for the season will be used. Teams that forfeit 2 or more games may not be eligible for post-season playoffs. First place winners will receive championship shirts.

Extra-Innings: In the post-season, should a game end in regulation with the score still tied, the **single-pitch rule** will take effect:

In the top-half of the extra inning, the visiting team’s player who was the last to kick in the previous inning will be on 2nd base. Each kicker will come to the plate with a full-count + courtesy foul. The half-inning will be played under the single-pitch format until 3 outs are recorded. The home team will be presented with the same scenario when in their half-inning. If the score remains tied at the end of the inning, the same single-pitch format will continue until a team wins.

Conclusion

We play with an “open roster” which allows anyone to play (**including the playoffs**). NO set rosters are needed, but a kicking order lineup is required to be turned in to the home plate umpire before the game with appropriate names.

We enforce a “Zero Tolerance Policy” in regards to behavior of players, captains, and fans.

Taunting, heckling, trash talking or abusive language will not be tolerated in our league. Umpires will have the right to reprimand or eject players, managers, and fans depending on the severity of the situation. Abusive behavior toward the umpire will not be tolerated. Managers will be held responsible for their players and their fans. An ejection carries a two game suspension (next 2 playable games). In extreme cases the player may be asked to leave the premises – this will be in the judgment of the umpire. Only one manager of respective teams are allowed to approach the umpire with questions or concerns in a respectful manner. Teams charging the field of play to question or complain a call will be subject to automatic forfeit for that game.

NO SMOKING will be allowed in the park!

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