



## Kickball Rules and Regulations

### Short Version:

1. A single team captain should represent the team at any informational meetings and communicate league correspondence, and may speak on behalf of their team to umpires and league officials during games.
2. There needs to be at least 8 players (4 men / 4 women) to start a game. Up to 10 defensive players can be on the field at one time. Equal number of male and female must be in the infield, outfield and split between pitcher and catcher.
3. Closed toe shoes required; metal cleats are not allowed.
4. With the exception of the catcher, all defensive fielders must stay completely behind the imaginary boundary line stretching from 1<sup>st</sup> base to 3<sup>rd</sup> base (across the pitching strip) until the ball is kicked.
5. Teams will supply their own pitcher during their offensive half of the inning.
6. Umpires will be present for every game. Game balls will be provided as will bases.
7. The fair and foul territory will be clearly marked.
8. Games will last 7 innings or 1 hour, whichever comes first.
9. There will be 3 outs per half inning. Throwing at the runner is allowed, but not above the shoulder.
10. If a team is leading by 12 or more runs after 4 full innings of play, the game will be over.
11. Regular season games may end in a tie; Tournament games cannot end in a tie.
12. And most importantly, remember to have fun! That is why we are here.

### Long Version:

#### ***The Spirit of Kickball***

1. TSSC kickball is a social league and as play may become intense at times, remember that we are here to have fun. As such, please refrain from any action that is considered poor sportsmanship. Such actions include – but are not limited to – arguing balls and strikes, purposely bobbling a ball when in the field, and yelling at opposing players in an attempt to distract them.
2. During games, team captains are the only players that can address concerns to umpires and league officials.
3. Players must respect the authority of the umpires to regulate the game and abide by their decisions. Umpires have the discretion to eject players from the game for detrimental conduct. All decisions made by the umpires are final.

## ***1. Set-Up: Registration, Teams, Equipment, Field, Umpires***

### **1. Team Size**

1.03 Teams shall consist of 10 (maximum of 15 registered) players, including 5 members of each gender.

1.04 Each team may play a maximum of 10 defensive players in the field at a time.

1.04.1 When playing with 10 defensive players, the outfield and infield must have 2 men and 2 women. The pitcher and catcher must be of opposite gender as well.

1.04.2 Each team must play a minimum of 4 guys and 4 girls in the field at all times.

1.05 A team must have a minimum of 4 guys and 4 girls present in order to play a game.

### **2. The Team Captain**

2.01 Each team shall identify one team captain to the umpire prior to the game.

2.02. Only a team captain may speak on behalf of their team to umpires and league officials.

2.03 The team captain must serve as a liaison between TSSC and his/her team, and is expected to attend any required league informational meetings and communicate league correspondence to their team in a timely manner.

### **3. Equipment**

3.01 All players must wear closed-toe shoes.

3.01.1 All non-metal cleats and turf shoes are allowed.

3.01.2 Metal cleats or spikes are not permitted.

3.02 The official ball used in game play will be a 10" playground ball or equivalent.

3.02.1 TSSC will provide a ball for every game.

### **4. Playing Field**

4.01 TSSC kickball is played on grass or softball diamonds.

4.02 The field set up in the shape of a diamond, with each side being approximately 60 feet.

4.02.1 The distance between home plate and first/third base is 60 feet.

4.02.2 The distance between home plate and the pitcher's mound is ~40 feet.

4.02.3 The distance between home plate and second base is ~84 feet.

### **5. Umpires**

5.01 TSSC will train and provide an umpire for each game.

5.02 The umpire will keep the official game clock, keep the official game score, and be the final ruling authority on any disputed calls.

5.03 Only umpires can call outs, fouls, and dead balls.

5.03.1 Umpires must be loud and clear with their calls.

5.04 Umpires may end a game early (prior to the 7 inning/1 hour time limit) if there is a concern for player safety (eg: unplayable field conditions, hazardous weather, etc).

## ***II. Game Day Particulars: Games, Strikes, Balls, Fair or Foul?, Outs***

### **6. Games**

6.0.1 Prior to the start of a game, team captains and the head umpire will meet at home plate for introductions, to discuss ground rules,

6.0.2 During the playoffs, the higher seeded team will be the home team.

6.02 The home team will play defensively in the field first, while the visiting team will kick. Inning play shall proceed as in baseball/softball.

- 6.03 Regular season games will last 7 innings or 1 hour, whichever comes first.
- 6.03.1 No new inning will start (eg: visiting team kicking) after 50 minutes expire on the official game clock.
  - 6.03.2 The home team will not kick in its half of the last inning if they have scored more runs than the visiting team.
  - 6.03.3 If the home team takes the lead in the bottom half of the last inning, the game will immediately be over.
  - 6.03.4 Regular season games can end in a tie.
- 6.04 A game is considered official after 4 full innings are completed, or 3.5 innings if the home team is leading.
- 6.04.1 Games called by an umpire or a TSSC league official prior to being considered official will not count in the standings, and every effort will be made by TSSC to schedule a make-up game.
- 6.05 The official game clock will be kept by the umpire, and started as closely as possible to the scheduled game time.
- 6.05.1 The umpire will announce when the official game clock is started and when it reaches 50 minutes.
  - 6.05.2 The only acceptable reasons to delay the start of the official game clock are lack of field availability or hazardous weather.
  - 6.05.3 Teams are expected to be at the field and ready to play at their scheduled game time. Teams will be granted a 10 minute grace period from the start of the official game clock if they do not have the minimum number of players necessary (see rule 1.05). If a team fails to field a minimum number of players by the end of that grace period, a forfeit will be recorded.

## **7. Pitching: Balls and strikes**

- 7.01 The strike zone for kickball is approximately one foot to either side of home plate and one foot high.
- 7.02 Each kicker starts with a 1-strike count.
- 7.03 Strikes consist of taken pitches that cross within the strike zone and foul balls.
- 7.04 A total of 3 strikes in any combination results in a strikeout.
- 7.05 There are no "Walks" issued in TSSC Kickball Games; players will be at "Bat" until kick is in play or a strike out is declared.

## **8. Fair or Foul?**

- 8.01 Fair territory is the area inside the first and third base lines; this area will be marked during games. Any kick not called a foul ball by an umpire should be played.
- 8.02 A foul ball will be called by the umpires when any of the following happen:
- 8.02.1 A legally kicked ball hits in fair territory but goes into foul territory before being touched by a fielder or reaching first/third base.
  - 8.02.2 A legally kicked ball lands in foul territory prior to reaching first/third base and does not become fair before reaching first/third base.
  - 8.02.3 A legally kicked ball lands in foul territory beyond first/third base.
  - 8.02.4 A legally kicked ball, while in or over foul territory, touches an umpire, a player, a spectator, or any object other than the playing surface.
  - 8.02.5 Any portion of the kicker's plant foot touches the ground beyond the leading edge of home plate or outside of the kicking box.
  - 8.02.6 A ball pitched contacts the kicker more than once during a kick attempt (a "double kick") while inside the kicking box.
  - 8.02.7 A ball pitched is kicked at or above knee level (including the knee).

8.03 Fair/foul calls will always be made based on the location of the ball itself, with no regard to whether the defensive player contacting a ball is in fair or foul territory.

8.04 If a defensive fielder catches any foul ball in the air, the kicker will be out.

8.04.1 Any legally kicked ball caught in foul territory is a live ball foul. Players may tag up and try to advance once live ball fouls are caught.

8.04.2 Any illegally kicked ball (eg: at/above knee, kicker in front of home plate) is a dead ball foul. If caught, the kicker is out. If not caught, the kick is ruled a foul ball. Base runners cannot advance on dead ball fouls.

## **9. Outs**

9.01 Each team get three offensive outs during their half of each inning.

9.02 An out will be called by the umpire when any of the following happen:

9.02.1 A defensive fielder catches a kicked ball in flight (fair or foul).

9.02.2 A defensive fielder tags a base that a base runner is forced to run to before the base runner gets there.

9.02.3 A base runner is legally touched by a ball (see rule 13.04) while not on base, whether trying to advance on a fair ball outside of the kicking box, tagging up on a fair ball that is touched or caught by a defensive fielder, or tagging up on a live ball foul that is caught.

9.02.4 A base runner is legally touched by a ball (see rule 13.04) while on base, if the runner is forced to advance to the next base but does not do so.

9.02.5 A base runner leaves a base before the ball is kicked.

9.02.6 On a play at first base, when the base runner going from home to first does not run to the outside of first base when there is the potential of the defense making a play at first base.

9.02.7 A base runner goes outside of the base line.

9.02.8 A base runner deliberately runs into a defensive fielder while the fielder is going for a ball in the base path.

9.02.9 Any non-defensive fielder yelling "I got it" or doing something similar in an effort to confuse a fielder.

## ***III. Game On!: Pitching, Catching, Fielding, Kicking, Base Running, Scoring***

### **10. Pitching**

10.01 All pitches must be made from the pitching strip, and the pitcher must stay completely behind the pitching strip until the ball is kicked.

10.02 Pitches are to be kept to a "kickable" speed and trajectory. A pitcher using excessive speed or spin will be asked to "simplify" his/her pitching.

10.03 The Pitch is executed by a member of the batting team. A player from the field team will stand by the Pitcher for defensive purposes.

10.03.01 The Pitcher for the Batting team will bat when it is his/her turn based on batting order and will be replaced by another member of the batting team and will continue as the inning continues.

10.03.02 The batting team pitcher may not interfere with the defense of the kick; such action will result in a dead ball and an automatic out; ruling on interference will be made by official.

## 11. Catching

11.01 The catcher may not physically interfere with a kicker's attempt to contact the ball.

11.01.1 If a catcher physically interferes with a kicker's attempt to contact the ball, the umpire will call catcher's interference and the kicker shall be awarded first base.

11.02 The catcher must stay three feet behind the kicker until the ball is kicked.

11.02.1 Being "three feet behind the kicker" is judged based on the variable position of the kicker.

11.02.2 If the catcher is within three feet of the kicker at the time of ball contact, the umpire will call catcher encroachment and the batter will be awarded first base.

## 12. Fielding

12.01 Teams must play a minimum of 8 or a maximum of 10 players in the field; 4 or more of the fielders have to be girls (see rule 1.04.1).

12.02 Defensive fielders must stay out of the base paths and off of the bases when they are not actively making a play on a ball. The base paths include the areas that are reasonably necessary for base runners to "round" the bases.

12.02.1 If a base runner within the base paths is hindered by a defensive fielder who is not actively making a play on the ball, the umpire will call defensive interference. Play should continue, but the base runner will be awarded any extra base(s) that the umpire deems justified due to the interference.

12.02.2 If a base runner advances beyond the base(s) the umpire would have awarded and is put out, the runner is out.

12.03 With the exception of the catcher, all defensive fielders must stay completely behind the imaginary boundary line stretching from 1<sup>st</sup> base to 3<sup>rd</sup> base (across the pitching strip) until the ball is kicked.

12.03.1 If a defensive fielder steps beyond the imaginary boundary prior to the kicker contacting the ball, the umpire will call defensive encroachment.

12.03.2 When defensive encroachment is called, the pitch is considered a ball.

12.04 Pegging occurs when a base runner is hit below the neck with a ball thrown or kicked by the defense while they are off a base. It is allowed, and considered the equivalent to a "tag out" in baseball or softball.

12.04.1 If a defensive fielder throws or kicks the ball and it strikes a base runner's neck or head, the base runner is safe and automatically advances to the next base. The ball is dead and no other runner(s) can advance.

12.04.2 The only exception to rule 12.04.1 is if a defensive fielder hits a base runner in the neck or head when a base runner is sliding. In this instance, the runner is out.

12.05 An overthrow is when a defensive fielder throws or kicks the ball that lands outside of the foul line. This includes instances when a defensive fielder throws or kicks a ball that bounces off a base runner. Any throw that remains in the field of play (ex: an overthrow of second base that rolls into center field) is a live ball, and the base runner(s) can advance at their own discretion without limitation.

12.05.1 Base runners cannot advance more than one base on an overthrow. The one base is not automatic; the ball is live and the defense can try to get a base runner out if they are attempting to advance on an overthrow.

12.05.2 If the defense attempts a play on a base runner after an overthrow, the base runner(s) can advance at their own discretion without limitation.

12.05.3 If an overthrow hits a bench player, spectator and/or their gear (chair, cooler, etc), the umpire will declare the ball dead and the base runner(s) will each be awarded one additional base.

12.06 A play ends when the pitcher has control of the ball and is in the infield. For the play to be considered over, the pitcher must be within a 10 foot radius of the pitching strip and the umpire must declare the ball dead.

12.06.1 Any base runner judged by an umpire to be more than halfway to the next base at the time the pitcher gains control of the ball in the pitching strip area will be awarded the next base.

12.06.2 Any base runner judged by an umpire to be less than halfway to the next base at the time the pitcher gains control of the ball in the pitching strip area will have to return to the previous base.

12.06.3 Prior to an umpire declaring the ball dead, if a pitcher that has control of the ball in the pitching strip area decides to make a play on a base runner then the play is live and the base runner(s) can advance at their own discretion.

12.07 There is no "infield fly" rule, as well as no intentional bobbling of a ball by a defensive fielder to gain an advantage. If a kicked ball in flight is caught by a defensive fielder, a base runner can tag up and advance at their own discretion.

12.07.1 A base runner can tag up once initial contact with the ball is made by the defensive fielder. In instances where a ball is bobbed before being caught, the base runner can advance at their own discretion provided they tag up properly.

12.08 When there are two first bases; one outside (safety) base is for the base runner, and one inside base is for the defense. The defense may only use the inside base when making outs. If a defensive fielder attempts to make a play on the outside (safety) base, the base runner will be declared safe by the umpire.

### **13. Kicking**

13.01 Any late arriving players must be added to the bottom of the lineup in the order of their arrival.

13.02 All kicks must be made by one foot or leg, below the knee. Any kick at or above knee level (including the knee) is considered a foul ball.

13.02.1 All kicks must be made when the kicker's plant foot is within the kicking box fully behind the leading edge of home plate.

13.02.2 No "double kicks" are allowed.

13.03 If a ball kicked bounces in fair territory and then bounces over an obstruction (fence, bush, etc), the umpire will call a ground rule double and the base runner(s) will each get to advance two bases.

13.04 If a ball kicked clears an obstruction in fair territory (fence, bushes, etc), the umpire will call a home run.

### **14. Base Running**

14.01 Base runners must stay within the base paths or they will be called out.

14.02 Base runners going to first base must run to the outside of first base.

14.02.01 Base runners may safely overrun only first base.

14.02.02 Base runners that overrun first base should turn back and head directly back to first base at the end of a play. If a base runner makes a deliberate move toward advancing to second base (regardless of whether the base runner follows through on that move) and is tagged with the ball by the defense prior to reaching a base, the base runner is out.

14.02.03 Base runners that do not run to the outside of first base when there is the potential of the defense making a play and causes contact at first base will be called out.

14.03 Base runners must avoid a defensive fielder if the defensive fielder is in the base path and actively making a play on the ball. Failure to do so will result in the base runner being called out.

14.03.01 Base runners have the right of way in the base paths if a defensive fielder is not actively making a play on a ball.

14.04 Base runners may slide into any base, either feet first or head first.

14.04.01 A sliding base runner that intentionally or unreasonably puts a defensive fielder in a position for a high risk of injury will be called out and is subject to ejection from the game. The umpire will determine if a slide is deemed malicious or reckless.

14.05 A base runner may not leave a base until the ball is kicked or they will be called out.

14.06 A base runner may tag up on a fly ball caught and/or when initial contact is made on a ball in fair territory or on a live foul ball caught in foul territory. In order to properly tag up, the base runner must be on (or go back and touch) the originating base before proceeding to the next base.

14.07 If a ball hits an offensive player in fair territory after being kicked, the offensive player is out unless the offensive player is on a base they are entitled to occupy.

14.08 All ties at a base between a defensive fielder and a base runner are decided in favor of the base runner.

14.09 Only one base runner is entitled to a base at any given time. A lead runner that is forced to advance to the next base and fails to do so will be called out.

14.09.01 Running past another base runner is not allowed. If this occurs, the passing runner will be called out.

14.10 An injured base runner may be replaced by a pinch runner of the same gender.

14.10.01 A pinch runner cannot be substituted until the play is called dead.

14.10.02 If an injured base runner is replaced, the injured player cannot re-enter the game to kick or play defense.

## **15. Scoring**

15.01 Any base runner that touches home plate safely after touching all other bases in succession will count for one run.

15.01.01 Any base runner that scores before the final out on an inning will count, as long as the final out of the inning was not a force play (where a base runner is put out before advancing to their next base) or a play where a ball was caught on the fly.

15.02 The team that scores the most runs during the game is declared the winner.

15.02.01 Ties are allowed during regular season games.

## ***IV. Miscellaneous***

### **16. Team Rankings**

16.01 For the purposes of playoff seeding, teams will be ranked by their regular season record and run differential. Forfeits will count against team when it comes to ranking for playoffs.

16.01.01 If a team forfeits, the game score recorded will be 10-0 in favor of the non-forfeiting team.

16.02 Tie breakers in order of consideration are:

16.02.01 Result of head-to-head game (if the teams played each other)

16.02.02 Runs scored against a team during the season (RSA)

16.03 League standings will be posted on the TSSC website each week. These standings should be considered unofficial rankings, as they typically will not consider head-to-head results.

## **17. Playoffs**

17.01 All rules remain unchanged during playoff games, with the exception that games may not end in a tie or stopped due to time limitations. Extra innings will be played as necessary until a winner emerges.

17.02 All teams make the playoffs, field space and time permitting.

17.03 Playoffs will be single elimination.

## **18. Beverage Policy**

18.01 Alcoholic Beverages are not permitted at city parks by City Regulations.

18.01.01 Players and/or spectators with these banned items are subject to ejection.

## **19. Rainouts**

19.01 Toledo Sport and Social Club uses the phone number, 419-302-5135, as its rainout hotline. In the event of inclement weather, this phone will be updated with a message about the status of the games. TSSC will attempt to update this message 45 minutes before the start of the first games. Being that weather is unpredictable, TSSC may only be able to cancel games at the league so please show up if no message has been updated on the phone.

## **19. Additional Rules**

19.01 Any rulings not specifically covered in the rules are up to the discretion of the umpire.

19.02 Toledo Sport and Social Club reserves the right to amend or add to the above stated rules at any time, as needed.