

# Mid-Missouri Kickball League Official Rules

Kickball is very similar to baseball with some major exceptions. These rules are refined by many years of play and officiating Kickball games. They are intended to clarify the various situations and are focused on several facets of the game:

## TEAMS:

- 1) Each team must be co-ed, with of a minimum of 2 of the opposite gender players. No single gender teams are allowed.
- 2) All players must wear their current season league issued shirts as your proof of payment. If you are unable to wear your team shirt you can bring with you, to the field, your registration confirmation email printed out (or electronic copy on phone) and a valid state issued id. The official will verify this.
- 3) Each team must field a minimum of 8 rostered players for play to begin, or the game will be considered a forfeit. If you require substitution of a non-rostered player, failing to meet the 8-player minimum, your team may have someone play for a single day. That person can play for \$5.00 and must be paid to the official before the game begins. You will be allotted up to 10 minutes after game start for all players to arrive. Non-roster substitutions are subject to the on-field official's and the team captain's discretion.
- 4) Alcohol is allowed at the fields. No glass bottles, kegs, beer bong, or other mass consumption methods are allowed. Referees and field supervisors are instructed to review the sidelines and field prior to game time. If player or team does not follow the requests of the ref or field supervisor, then the respective player(s) will be ejected from the game and the team may be forced to forfeit their game at the discretion of the referee and field supervisor.
- 5) Each player is responsible for his/her own actions and may incur disciplinary action as a result of unsportsmanlike or unacceptable behavior. Inappropriate conduct will be handled by the on-field official and may include a warning, suspension, fine, or expulsion from the league. Ejected players must leave and may not return to the field from which they were ejected. The offender(s) have the right to appeal in-person to the league, along with the team Captain, within 72 hours of the offense.

## OFFICIALS:

- 1) One on-field official will be present at all games. The Official governs all game play and issues final rulings.
- 2) Officials DO NOT keep score - that duty falls to the Home Team (Score sheets will be provided).
- 3) Officials have jurisdiction over game play and may:
  - Call Time Out
  - Cancel/postpone a game due to inclement weather, darkness, or any other safety hazard
  - Penalize a player, including game ejection, for unacceptable conduct.
  - Request a 3<sup>rd</sup> party opinion of a call from another captain or player.
- 4) When debating a call/play the captain may dispute the call and the final decision is made by the on field official and the Field Manager.
- 5) Respectful behavior towards the umpires will be strictly enforced. Verbal warnings will be given for player behavior. One verbal warning and the second will be an ejection from the game.

## **PLAYERS:**

- 1) Each player must be 21 years of age to play.
- 2) Each player must sign and agree to the waiver form in order to be allowed to participate in games.

## **CAPTAIN:**

- 1) Each team will have a designated registered Captain who oversees the entire team. The "Registered" Captain is responsible for the following:
  - Initially registering the team
  - Serving as the primary contact person with the league
  - Must attend the mandatory captain's meeting at the beginning of each session (or send a representative
  - Coordinating/organizing their team
  - Assuring his/her team understands and follows the game play rules
  - Responsible for the team during game play, any disciplinary actions, and any punishment appeals.
- 2) The Registered Captain is also responsible for the following, however if he/she is not present any team member can assume these responsibilities as Acting Captain for the game(s):
  - Must ensure all players who participate are listed and kick in the order identified on the lineup sheet. Captains may ask for umpire to check line up and roster.
  - Must verify final score on the score sheet at end of game.
  - May request timeouts - each team receives 2 one-minute timeouts per game. *Note: Only the Captain can dispute calls to an Official during the game*

## **GAME PLAY:**

- 1) Ten players field each team. Each team must play with a minimum of 2 of the opposite gender in a fielding position at all times. Example: 8 males + 2 females. If a team shows up with only male players, they must play with only 8 players in the field. If a team is playing with 8 or 9 players, other than a required catcher, the team can decide where to position the players.
- 2) When playing with a full 10 players, teams must play:
  - Four players in the outfield: Left Fielder, Left-Center, Right-Center and Right Fielder.
  - Six players on the infield: First Baseman, Second Baseman, Short Stop, Third Baseman, a Pitcher and a Catcher.
- 3) Regulation games last 7 innings or 50 minutes, whichever comes first. If there is a tie after 7 innings and time allows, the game will continue until a winner is decided or the 50 minute mark is reached. The home team will be given the chance to kick if needed. If after the home team kicks, there is no winner, the game will be declared a tie.
- 4) The 'Home' team records the score for the game. The visiting team should also keep track of the score to make sure that there are no discrepancies. The Official keeps track of the count and outs for the game. At the end of each inning, the official will confirm with both captains the accuracy of the score. The final score is then verified by both the home and visiting team Captains who initial the score sheet at the end of the game.
- 5) There is a 10 run rule per team per inning - including the last inning. When a team scores 10 runs in an inning- even if the team has less than 3 outs- the team will switch play with the opposing team.
- 6) There is a 15 run "slaughter" rule in effect for each game. The team with a 15 run advantage after the 5th inning will be declared the winner and the game will end.

7) When utilizing substitutes the team's roster will be capped at 11 players total. Example: Team has 8 rostered players show for game day, that team can only find 3 subs. This eliminates a team from recruiting players just to win a game.

8) If a game is called due to inclement weather, a game that has three complete innings is considered a full game. The score at the last complete inning will be the score of the game, even if the score was tied and/or runs are scored in the current inning when the game is called. A game that is called off before three full innings are not considered a regulation game, and will be rescheduled if possible. All efforts are made by the League to schedule make up games.

### **BALL IN PLAY:**

1) If a runner touches or is hit by the ball while off a base, the runner is out.

2) Defensive players are allowed to kick or throw the ball.

3) The ball must be held in the pitcher's area for the captain to call a time out.

4) No defensive player may advance toward home until the ball is kicked. 1st and 3rd base players must position themselves behind the pitcher/pitcher's line. Failure to abide by this rule results in a re-kick. A second occurrence will result in the kicker taking 1st base.

5) There is NO infield fly rule. However, if the Official determines the infielder dropped the ball intentionally, the Official may call just ONE out. The kicker will be the out player and all on base runners must return to the original base.

6) If the ball goes foul and is caught by a player before touching the ground, the kicker is out. A line 10 ft. wider than the field determines if a ball is out of play. Any ball caught past this line is considered out of play and does not count as an out.

7) OUT FIELD ONLY: If the ball is thrown/kicked out or bounces off of a defensive player and then goes out of the playing area by the fielder, the ball is considered live and the offensive player keeps advancing.

8) INFIELD ONLY: If the ball is thrown/kicked out or bounces off of a defensive player and then goes past the 10 ft. out of play line by the fielder, the ball is considered dead. The offensive player will get one base. The base they were advancing to is awarded for the ball going out of play. Offensive runners cannot keep advancing as it's a dead ball.

9) If the ball was carried out of play by the defensive player, the ball is considered in play.

10) A play is considered over when the ball is held in control by a player in the pitcher's mound (as determined by the officials). All runners must stop their advances at that time.

### **INNINGS AND OUTS:**

1) An inning consists of three outs.

2) An out consists of three foul kicks OR a combination of 3 passed balls and 2 foul kicks.

3) A runner touched by a ball while not on a base is considered out.

4) Any kicked ball that is caught in fair or foul territory is considered out, unless it is out of play.

5) A runner who leaves the base before the ball is kicked is considered out.

6) A runner must be tagged-out by being hit with the ball, or through a force out. A force out occurs when the runner has to advance to the next base because another runner is advancing behind him/her. In the case of a force out, the fielder only needs to tag the base with their foot and does not need to tag the player. The fielder must have complete control of the ball when they tag the base. In the case of a not force out, fielder must tag or make contact using the ball to the player and not tag the base.

7) In the event of a force out to end an inning, and a player crosses the plate, the run does not count.

## **PITCHING:**

- 1) The position of pitcher is a defensive player. This player pitches to the opposing team's kicker.
- 2) The pitcher must stay behind the mound- indicated with a line prior to releasing the ball.
- 3) Pitched balls should be rolled toward home plate. The ball must bounce or hit the ground before arriving at home plate to be considered playable.
- 4) Only underhand pitching is allowed.
- 5) There are no walks, so pitch the ball nicely. Players can request the type of pitch (faster/slower).
- 6) After the pitch has been made and the kicker has kicked the ball, pitcher may leave the pitcher's mound to assist in defensive play.
- 7) To end the play and stop runners from advancing, the ball will be thrown to the pitcher and the pitcher **MUST BE** standing within the designated pitcher area. Umpire will then end the play.

## **KICKING:**

- 1) There are no strikeouts, however a kicker may foul out and/or "passed ball" out.
- 2) An 'at bat' consists of three foul kicks OR a combination of 3 passed balls and 2 fouls.
- 3) A home plate painted on the ground marks home plate. The kicking area extends either side of home plate and up to 12 inches in front of the plate. All kicks must occur at home plate and no further than the 12 in arc in front of home plate.
- 4) If a player kicks in front of the plate and the ball is caught, the out stands. If the player kicks in front of the plate and the ball is not caught then the kick is called foul.
- 5) If a kicker is hit by a ball they kicked they are out – if the ball was in fair territory when contact is made.
- 6) Kickers may choose to not kick a pitch and it becomes a "Passed ball".
- 7) The kicker is given 3 "Passed balls" to keep the game flow going. A 4th "Passed ball" results in an automatic out.
- 8) Foul - Any kick landing in fair territory but traveling out of bounds to foul territory on its own before reaching 1st or 3rd base is considered foul. Any ball touched by a fielder in fair territory is considered in play even if the ball is headed towards foul territory.
- 9) If the ball is kicked out of play, it is considered a foul.
- 10) Bunting is NOT allowed. If in the Official's discretion the player is deemed to **INTENTIONALLY** bunt, the first offense is a "Foul". Upon the second offense, the player is called out and no runners advance. Players should intend to kick the ball and follow through completely. "Follow through" by definition is the kicking foot motion carries past the "Plant" or "Stationary" foot with force – not with the attempt to just "Bump" the ball into play. If the kicker's ability is only capable of limited force, the official will make a determination if an intentional bunt should be assessed. If the Official feels that a full kick was intended, the ball is played as usual.
- 11) The kicking order (also known as lineup) must remain the same throughout the entire game.

## **FIELDING:**

- 1) Fielders must stay **out** of the base line unless trying to make an out. When making a force out, fielders may have their foot on the bag, but must stay out of the baseline.
- 2) No blocking the base! Runners hindered by a fielder within the baseline shall be safe at the base they were running to - unless the infielder is going for the ball. It is the Official's discretion to determine whether or not the fielder is blocking the bag. If a player feels a defensive players is continuously blocking the bag please have the umpire be made aware.

- 3) Once the Official calls time out on a play, the play is dead and runners must stay on their base.
- 4) Hitting a runner with the ball above the shoulder level is not allowed. This rule only applies when the player is running upright. If a player ducks, dodges, or slides and the head becomes lowered and the runner is hit in the head with the ball, the runner is called out because the ball was not obviously directed at the head. Depending on the situation as there are many variables and possibilities, the umpire has the discretion to call the play as they see fit.
- 5) If a runner intentionally uses their head to block or deflect the ball, the runner is out.

## **BASE RUNNING:**

- 1) Runners must stay within relative distance of the base line, unless the baseline is blocked. A safety base will be outside the baseline at 1st base, to avoid collisions.
- 2) Neither leading off nor base stealing is allowed. Any runner who is off their base when the ball is kicked will be called out.
- 3) Sliding is allowed even back into first base. A runner will be called out if the runner intentionally barrels into a fielder or uses feet/shoes/cleats as a "weapon" to injure the defensive player.
- 4) A base runner cannot advance in front of another or touch the runner in front of them, this will be an automatic out.
- 5) On a pop fly, all runners must return and tag their originating base before running to the next base. A runner can leave the base when the ball is kicked, but if the ball is caught, they must "Tag-Up."
- 6) One extra base is awarded, if the runner is already half-way there, on a throw landing or traveling outside the playing area. (10 feet past the foul lines)
- 7) When running to home, the runner must step or make contact with the painted home plate not the strike zone area.
- 8) A play is considered dead when the ball is held in control in the designated pitching area. At that point, time will be called by the official and all runners must stop their advances.
- 9) Pinch Runners can be used at the discretion of the Official. The player who made the last out will be the designated runner

## **PLAYOFFS:**

- 1) The league will announce the playoff structure approximately 2 weeks before the playoff week. Number of teams making the playoffs will be determined by number in the league overall, but never less than 3.
- 2) Only players who are registered on the team can play in the playoffs. Guest players are not allowed at playoffs.
- 3) Substitutes, from current league teams are not allowed.
- 4) If a team does not have enough players to field a team (8 minimum) then it's considered a forfeit.

## **STANDINGS AND TIE BREAKERS:**

- 1) If both teams scheduled to play each other forfeit, the game will be marked as 0-0. If one team forfeits the game will be marked as a 7-0 loss. Note: This is important because standing tie-breaks are determined by runs scored.
- 2) Division standings are determined by number of games played and win-loss-tie record.

3) Ties in the standings are broken by “Most Points Scored”. If teams are still tied in record and runs, then Runs **AGAINST** are used to break the tie. Least points against will decide the place in standings.

