

2009 Kickball League Rules and Regulations

I. Fields / Equipment / Misc.

- Fields will have no home run fences.
- Turfs or running shoes only!! No cleats allowed!

II. Officiating

- SISC will provide an official for each game.
- The umpires word is final and should not to be disputed unless blatant contradiction to the official rules. (See Sportsmanship)
- Rulings may only be disputed by a team's designated Captain or Co-captain.
- Games will be called in advance, due to weather conditions or other causes. This will be posted on our website 1 hour before games begin.
- Any occurrences, which are not covered in the rules, shall be settled by the umpire as they seem fit. Games may not be played in protest .
- Remember that this is a recreational league, WE ARE ALL HERE FOR FUN!

III. Number of participants

- Rosters may hold an unlimited number of participants. All participants must be registered on a roster. Rosters must be finalized before game time on the third night of the league.
- A maximum of 10 players can be on the field for the fielding team and a minimum of 7 players. A catcher is not mandatory for teams of 7 players.
- Teams must play a minimum of 4 males and 3 females.
- Teams with fewer than 7 players shall have a 10-minute grace period before a forfeit is declared.
- If a team has only 2 available females it may play. However, an out will be called when that spot appears in the lineup. A team will not be allowed to play 1 female.
- A team can have more females on the field than males. A team can have up to 10 females on the field.
- Courtesy runners will be allowed for injuries. Must be the same sex.
- Substitutions may be made at the conclusion of an inning (following Home team at bat). Team Captains should notify one another whenever changes in line-up are made. Remember this is a recreational league, WE ARE ALL HERE FOR FUN!

IV. Regulation Game

- A regulation game will consist of 7 innings or a time limit of 50 minutes. No new inning will begin after 45 minutes. If the first game starts late, it shall be played until the next game is scheduled to begin.
- A flip of a coin will determine who bats first. Winner of the coin toss can choose to bat or field first.
- A game is considered official once 4 full innings have been completed.
- If, after the completion of seven innings, a game is tied, and the 55-minute threshold has not been reached, the game will continue.
- Regular season games may end in ties. During the play-offs, games will continue until a winner is determined.
- Called games shall be rescheduled at a future date determined by SISC.
- Base coaches are not allowed.

V. Pitching / Fielding

- A legal pitch must be no higher than knee level of the batter when crossing home plate. Anything higher is considered a “ball”. Whether a pitch is a ball or strike based on bounces should be determined by the height of the last bounce before it crosses home plate.
- Pitches from male to female players should be thrown at a reasonable rate in the context of sportsmanship. Pitches exceeding a reasonable roll rate will be deemed a ball. It is at the captain’s discretion to approach the opposing team’s captain and umpire to acknowledge these infractions. Remember this is a recreational league, WE ARE ALL HERE FOR FUN!
- The pitcher must pitch from a zone 24-inches wide, and running 6-feet back from the pitchers plate toward second base. No running pitches will be allowed. Once the ball is pitched, no player shall advance the infield until the ball is kicked. Infield players may not cross the imaginary base line between 1st base, the pitcher’s plate, and 3rd base. The catcher must give the batter ample room to bat. The catcher may not break the plane of the front of home plate until the ball is kicked and may not interfere with the batter. An infraction will result in a called ball. If the ball is kicked, the infraction is negated.
- A strike consists of a ball that is rolled over any part of home plate (ball touches any part of the plate) and below knee level. Any ball kicked into foul territory shall also be considered a strike. Three (3) strikes of any kind will result in an out.
- A “ball” shall be called on any pitch that does not pass over some portion of home plate. Three (3) called “balls” shall result in the ball being placed on either side of home plate for a free kick. If the batter kicks the ball into foul territory, they are automatically out.
- Once the pitcher is in possession of the ball on the mound, the play ends, with runners advancing no more than the next base.
- The batting team has three (3) outs per inning. An out results due to the following:
 - Three (3) strikes
 - A ball caught on the fly
 - Base runner is forced out
 - Base runner is hit with ball while not on base (if a runner is hit with the ball before a run scores in a third out situation, the run does not count)
- There is no infield fly rule. However, it is the judgment of the umpire to determine if a fielder has intentionally (obviously) allowed the ball to drop to turn a double play. Should this happen, the batter will be called out and all remaining base runners will advance one (1) base.
- Although bunting is allowed (see batting), fielders can’t stand in a path from the pitcher to home plate and must be at least 20 feet away from home plate.
- Sliding is not allowed when trying to touch a base for a force-out. Fielders can dive to make a catch.

VI. Batting

- The batter may not kick the ball until the ball crosses home plate. Kicking the ball before the plate is a strike (delayed dead ball). If the kicked ball resulted in an out, the infraction is negated.
- Bunting is allowed.
- Runners must stay in the base line path. Fielders trying to make an out on base may have their foot on base, but lean out of the baseline. Fielders impeding the runner’s path to the base shall result in the runner being awarded the base, unless the fielder is going for the ball.
- Leading and stealing are not allowed. Leading off the base will result in a delayed dead ball and a strike for the player at bat. If the strike or kick would have resulted in an out the infraction is negated.
- Sliding is not legal. Any form of sliding will result in an automatic out.

- On an overthrow, base runners can take as many bases as they can.
- After a fly ball that is caught, any runners previously on a base must tag up before advancing to the next base. Failure to tag up before advancing results in an out if the runner is properly appealed.
- **BALLS THROWN AT THE BASERUNNERS MUST BE BELOW THE SHOULDERS!** Any head shot results in advancement to the next base. A headshot caused by an offensive maneuver will not result in a defensive penalty. Any intentional hitting of the ball with the head by a runner will result in an out.
- If a ball hits the kicker or runner in fair territory after being kicked, the batter or runner is out. A runner hit by a fair ball while standing on a base will be out, if forced. Intentionally redirecting the ball by the batter or runner will result in a dead ball.
- In case of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding and kicking order position previously held.
- If a player is ejected, and no sub is available, the line up will continue in same formation, less the removed player and an out will be called whenever the ejected player's spot appears in the line-up.
- 15 run "Mercy" rule will be in effect following the conclusion of 4 full innings. If a team is down by 15 or more runs at the conclusion of 4 full innings or beyond, the game is considered final but the game will continue for the full 50 minutes without score being kept.

VII. Sportsmanship

- Unsportsmanlike behavior will not be tolerated. Each team member is responsible for his or her conduct.
- Players should have no intentional or unwelcomed physical contact with opposing players or umpires. Doing so will be considered unsportsmanlike conduct and the offending player will be ejected.
- Officials shall warn / eject if necessary, any player/s guilty of foul, obscene, profane or abusive language.
- Failure to leave the area and grounds in a timely and courteous manner will lead to team's forfeit of the game.
- Depending on the severity of any infraction or misconduct, suspensions may apply and SISC will handle the suspension length. Fighting will result in a permanent suspension.
- All umpires have the ability to summon local law enforcement officials, at their discretion.

VIII. Netting and Boards

- A ball that is kicked by the batter that hits any part of the net or wall before the pitchers mound will be called a foul ball. However, fielders can catch the ball off the netting or a wall that is considered a foul ball and it will be called an out as long as the ball does not hit the ground.
- A ball that is kick and hits the netting or a wall past the pitcher's mound and inside the first and third bases are considered a fair ball but can still be caught by a fielder before the ball hits the ground for an out.
- Hitting the back wall is not a home run but can be caught by a fielder off the wall for an out.

**If there is a rule that is not on this form, umpires have the ability to call plays the way they seem fit. Their word is final! SISC will stand behind all umpires and their decisions.