

KICKBALL RULES

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SOCIAL SPORTS Overview

Social Sports is more than just a sports league for guys and gals, it's a lifestyle! We emphasize is on you the player. We help build a long lasting friendship that goes beyond after the season over. Our organization consist of multiple sports that provide a fun environment, where you can compete with friends and family. compete with one another. Kickball is similar to the game of baseball, the objective for players is to utilize strategy to score more runs over their perspective opponents in hopes of winning their weekly game and advancing as a top tier team. The season consists of eight weeks. Playoffs are also added into the mix, which depends on the number of teams during the regular season. Games will consists of 6 innings, two base coaches, max of one base overthrow, forced outs, no head shots, and bunting is allowed with a stipulation that the ball has to pass the pitchers mound.

The body of rules listed in this document will dictate the flow of every game. As in every sport, our ultimate goal is to have every member enjoy the sport of kickball while respecting all participants in a civil manner. Our organization has a strict no fighting policy in both on and off the field which also includes our sponsors premises. Such behavior will lead to automatic ejection from the league with no options to reapply for future seasons.

PLAYING FIELD AND EQUIPMENT

1. THE PLAYING FIELD

1.01 Prior till the beginning of the game the Head Referee will coordinate the players and inform them of the field layout to cover all suitable areas, which is the same layout of a baseball field. The dimensions are provided in the diagram listed below.

- a. Similar to the sport of baseball, the diamond is a square with equal sides and a base at each perspective corner which is 60 feet away from home plate.
- b. The bases form an exact square where the distance from home plate to 2nd base and from 1st base to 3rd base is 84 feet 10 1/4 inches. When measuring the distance of any base it is measure from the back corner of each plate.
- c. The positioning of the pitching strip is centered on the diamond(pitchers mound), which is 42 feet 5 1/8 inches from home plate, and directly aligned from the the bases between 1st-3rd base;
- d. Like baseball, the pitching mound extends 12 ft from the center of the pitching strip (see Rule);
- e. The sidelines run the distance of 10 feet to the outside of the foul line(parallel to the foul lines). (see Rule);
- f. When fielding the cones, each cones are placed at the outside corner of every base. Each cone is positioned so that its not touching the bases; on the foul lines 30 feet behind 1st and 3rd base; and on the sidelines 10ft from home plate;
- g. The kicking box is a rectangle (8'4"x14'1/8"), the front is aligned with the home plate and the back is aligned with the sideline cones behind home plate. As in the diagram, the area directly in front of the kicking box is fair territory. Each kicker is not required to start within the kicking box, however every kick must occur within the kicking box. The side of the kicking box are formed by the front of the home plate which is centered and perpendicular to the front of home plate. This distance is 14'1/8". The kicker is not required to start in the kicking box, although the kick must take place in the kicking box (see Rule).

1.02 The strike zone extends 1 foot in height and on each side (both left and right side) of the home plate. This strike zone is 1 foot on each side and on the front of the plate.

1.03 Each and every participants shall adhere to all the rules and regulations pertaining to the field use. There's a zero alcohol policy for this league, which is enforced during the use of the facility. These regulations within the league are enforced to ensure the continual use of the facilities. Individuals who have been found in violation of these policy will be ejected from the game and will be reviewed by the league's board of directors for disciplinary action, which may lead to the expulsion from current and any

future league involvement. The league commissioner has final say in situations pertaining to violations and field related activities.

1.04 During the game if the game ball is touched by a player or referee within fair territory it is automatically in play. Players who are jumping in fair territory to make a play is in fair territory while in the air. If a player is in foul territory then he/she will remain in foul territory even while in the air.

1.05 Prior to the beginning of the game, if the field is not fully prepared for play, the Head Referee shall ensure that corrections are made to continue the games scheduled. After the field setup has been finalized, there will be no considerations to any protest pertaining to the field setup.

1.06 Extra Base – This purpose of this base are for the runners who are solely traveling from home plate to first base. There will only be one Extra Base that will be used which is located next to the First Base.

- a. Fielders must touch the base that is in fair territory when trying to make an out on the the opposing player(kicker). Runners will be called safe should the fielder interfere with the kicker when trying to touch the base in foul territory;
- b. When attempting a play at first base, a runner who tags First Base prior to being ruled safe at the Extra Base will be called out, exceptions will be made under Rules 1.06d and 1.06e;
- c. When the runner has reached First Base safely, they must begin the following play from First Base.
- d. The runner will be able to utilize the First Base if avoiding collision within foul territory with a player from the opposing team. In this case, the fielder within foul territory is allowed to tag the Extra Base (see Rule 14.02o);
- e. Runners are permitted use First Base if attempting to advance to the Second Base.

2. EQUIPMENT

2.01 When participating within Social Sports league, players must properly wear and display official Social Sports athletic clothing to ensure any confusing from opposing teams. Teams can forfeit games if their members fail to display their designated athletic clothing.

2.02 During play, athletic footwear are required to prevent any injuries towards players. Restrictions are made where metal cleats are not allowed during play for safety reasons.

2.03 Players are permitted to utilize additional props or equipment as long as it doesn't give them an unfair performance advantage. Head Referee and League Commissioner shall make the judgement call to remove the equipment and/or player from the game.

2.04 The official kickball is the red Social Sports Logo Kickball (PSI of 1.5). There shall be no other ball that will be utilized for the league.

2.05 Team uniforms (differentiated by color).

OFFICIALS

3. REFEREES/ CAPTAINS

3.01 Every game shall be officiated by an authorized Social Sports affiliate, the Head Referee. There will be an additional referee assisting games who will be positioned at first base. During playoffs there will be an additional referee positioned at third base, while maintaining the first base referee and the Head referee at Home plate. Head Referee governs all gametime plays/issues and has the ultimate ruling(s). Head Referee will consult assisting referee when deciding to issue a player a yellow/red card, which is in conjunction to behavior of the player being discussed.

3.02 Head Referee must ensure that the players participating in the game are registered prior to the start of the game. Team captains will be responsible in providing the Head Referee with a hard copy of the kicking lineup prior to the start of the game. If a team happens violate the ruling of an ineligible players, the Team Captain will be addressed of the dispute and final rulings will be made. Should there be a player that is found ineligible, the team in finding of the infraction shall forfeit the game.

In some instances, players can be registered at the field up until week two of the season, but prior to the start of the game. Keep in mind that rules are meant to be followed and not broken. In addition to the game it is up to the Team Captains to ensure that all teammates are aware that the pitcher and the fielders at play must stay behind the pitching line which runs from first base to third base. Catcher must also remain behind the kicker up until the ball is kicked. Plays will end as soon as the pitcher has the ball in his hands and is within 10ft from the pitcher's mound. If a base runner is in motion, he/she can advance if they are halfway to the next base, unless they get tagged out. Anything less than half way the base runner will be anchored at their perspective base. Base runners can get tagged out if they step off the base during play.

3.03 Referees jurisdiction:

- a. can call a timeout during the game;
- b. can call off a game due to weather such as too much rain, lightning, or field conditions;
- c. can penalize a player with yellow/red cards including gametime ejection. Unsportsmanlike conduct such as fighting, excessive verbal abuse. Individuals ejected from the game must leave the field, in which he/she will not be asked to return to the game.
- d. can end games exceeding over 90 minutes.
- e. can enforce the mercy rule if the losing team agrees to such ruling. Mercy Rule, in which the losing team has agreed to end the game, but the game has to be played a minimum of (3) three innings with a differential score of 12 or more runs.

PARTICIPANTS

4. PLAYER ELIGIBILITY

4.01 All league participants must meet the following league requirements:

- a. must be 18 years of age or older by season opener;
- b. must be adequately and currently health insured against any injury that may arise from kickball play;
- c. must be properly registered with Social Sports, full completion of the registration process and waiver release, including provisions noted in Rule 7.05 (see Rule 7.05);

4.02 Player are limited to one team per season.

5. TEAMS

5.01 Teams will be distinguished by colors.

5.02 Each Team:

- a. must field at least eight (8) and not exceed more than eleven (11) players. Catcher position will be designated for the 10th player on the team;
- b. must field a minimum of four (4) female players and minimum of four (4) male players to begin the game unless otherwise scenario is in place. (See Rule 7.04);
- c. will be limited to twenty (20) players;
- d. may acquire additional players if current player(s) are unable to resume league due to an illness/injury that will restrict them from playing. In this scenario, league will allow players to be added during the season at a specified rate(\$75.00). League commissioner will have to be notified of this situation, in which they have the ultimate judgement. No registrations are allowed during playoffs. Late registration are extended up until week two and trade period ends on week three. Game outcomes remain as is for teams involved in such trade agreements.

5.03 Each team in the league will have one Captain and a designated Co-Captain who are jointly responsible for their team. Team Captains must ensure that:

- a. every players participating in the game must kick their established lineup order. Fielding positions will be placed on the captain's decision; Lineup violations will result in an automatic out during play if the the second ball is pitched. Late players may join the game, but be placed at the bottom of the lineup. Players will not be added to the game after the first rotation of the lineup has been completed.
- b. disputes will be handled only by the team Captain and Co-Captain who will discuss it with the Head Referee. Team Captain will accept the Head Referee's final ruling, which is to ensure that all rule infraction have been corrected. The league commissioner can be consulted if there is a questionable call that was made, but at its discretion.

6. BASE COACHES

6.01 Each team must ensure that there is a base coach at first and third base, when they are up to kick. These base coaches must assist in helping retrieve the foul balls, rotations will be allowed to ensure proper kicking order is not obstructed.

6.02 Base coaches will not physically assist runners while the game is in play, but they can communicate verbally with their teammates that are positioned on the bases.

6.03 Base coaches should stay clear from in field play to prevent any game-time issues.(see Rule 14.02h).

GAME PLAY

7. REGULATION GAMES

7.01 Games Regulation last (6) full innings.

- a. Games ending in a tie, will be marked as a tie during the regular season. Exceptions will be made for additional time only during playoffs.

- b. Game time must be a minimum of 45 min or three (3) full inning (Mercy Rule stipulation) and shall not exceed 90 minutes.
- c. Game that end due to time limit will remain a regulation game, current score will be the final score.
- d. Games will be marked as a regulation game only if the team that's winning is about to begin kicking at the bottom of the 6th inning.

7.02 Games called off by the Referee for any reason shall be rescheduled only if the game doesn't play for a full (3) three innings.

7.03 Every teams must have a minimum of four (4) player from each gender to begin play. Teams will be allocated a maximum of 15 minutes for their scheduled game. Exceeding this grace period will result in a forfeit. Teams can continue game in scenarios where the minimum players is not met, which will result in one less player of the opposite gender and an automatic out when the lineup is fully rotated.

7.04 Team accused of infractions relating to player eligibility shall be given burden of proof. This can be resolved through the presentation of a government issued photo ID along with printed team roster from the league commissioner.

- a. If the infraction is claimed after the game, the league commissioner will review the proof and make a decisions based upon the provided evidence.
- b. Teams that have violated rules pertaining to player eligibility will be awarded a forfeit in the game played.

7.05 Mercy Rule, in which the losing team has agreed to end the game, but the game has to be played a minimum of (3) three innings with a differential score of 12 or more runs.

8. PITCHING, CATCHING AND FIELDING

8.01 Pitcher are open to any pitching style so long as the ball is pitched by hand (no restrictions to pitching style). Pitchers may opt to bounce the ball when pitching, but it would have to bounce twice before reaching the kicker.

8.02 Fielders must properly be position behind the Diagonal Line (invisible line from 1st-3rd base), prior to the ball being pitched to avoid any infractions. Teams will be given one warning and on the second infraction the kicker will be awarded first base walk. The second infraction will supersede any possible outcome pertaining to the kick.

Proper Field Position are of the following:

- a. Every fielders must begin and remain behind the Diagonal Line (invisible line from 1st-3rd base), prior to the ball being pitched.

- b. Pitcher can have one foot on the pitching strip but may not pass it when releasing the ball. At no moment during the pitch can the pitchers toe pass the pitching strip until the ball is kicked.

- c. The catcher must remain behind the kicker, and may not cross home plate or may not be positioned in front of the kicker before the ball is kicked. Catcher may not be closely positioned to the kicker to which it will restrict the kicker from kicking the ball. Catcher shall not at any point make contact with the kicker when the ball is being pitched to the kicker.

9. KICKING

9.01 A kick consists of anything below the knee.

9.02 All kicks must be made at or behind home plate. At no point should the kickers leg be plated in front of the home plate.

b. All kicker must have a portion of the planted foot in the kicking box during the time of the kick.

c. Prior to the kick, the kicker may line up outside of the specified kicking box.

9.03 Bunting is allowed with a stipulation of the ball requiring to pass the pitchers mound or the pitchers line which runs from first to third base.

10. RUNNING AND SCORING

10.01 Active runners must always stay within the baseline (4ft from center path) and are free to change their course to avoid getting tagged out.

10.02 Obstruction. Fielders must stay out of the baseline(4ft from center path). Fielders may have a foot on the base when attempting to make an out, but must lean away from the base. Runner who were hindered by a fielder (not making a play for the ball) while running to the base shall be awarded a safe calling to the base that they were running to. Runners may choose to advance beyond this base while the ball is still in play.

10.03 No stealing the bases or lead off are allowed. A runner may advance once the ball is kicked.

10.04 Fielders are not allowed to hit a runner's neck or head with the ball, except when a runner is sliding to the base. Runners who are hit in the neck or head will be awarded an advancement to the base that they were running towards. Intentional use of the head or neck to block the ball shall be decided by the Head Referee, in which case the player will be ruled out.

10.05 Runners are required to tag-up or stay on a base until a ball is kicked then caught. After a tag-up a runner may advance. A runner who fails to tag-up is considered out.

10.06 All ties will go to the runner in close situations.

10.07 Runners (traveling from home to first base) may overrun first base, and can be tagged out only if the runner actively attempts to advance to 2nd base (turning left at first base).

10.08 Overthrows and Base Running;

a. an overthrow is when a ball thrown, kicked, or deflected into foul territory during a defensive play toward a player or base;

b. a runner is allowed an advancement of only one (1) base if they choose to utilize that opportunity.

d. runners may commence base running only a fielder attempts to make an out prior to returning the ball to the pitcher.

10.09 Runner may not loop their teammates when running from base to base.

10.10 A run is recorded when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base. (Forced Out)

11. STRIKES

11.01 Teams are granted a total count of three (3) strikes which equates an out.

11.02 A strike is defined by the following:

- a. a pitch which is neither kicked or not called a ball, must be inside the strike zone.
- b. an attempted kick missed by the player kicking the ball within the strike zone

11.03 Foul balls never count as strikes.

12. BALLS

12.01 A total count of four (4) balls shall advance the kicker to first base.

12.02 A ball is described as:

- a. pitches outside of the strike zone with no attempted kick;
- b. a pitched ball which doesn't touch the ground at least twice before reaching the kicker;
- c. a pitched ball exceeding 1 foot in height above the plate as it enters the kicking box;

13. FAIRS AND FOULS

13.01 A total count of four (4) fouls is considered an out. Foul balls will never count as strikes.

13.02 A foul ball is:

- a. a ball kicked above the knee;
- b. a ball kicked outside of the kicking box;
- c. a ball kicked and landing in fair territory, which then touches the foul territory before reaching 1st or 3rd base;
- d. a ball kicked which is altered by contact with any outside object(foul territory);
- e. a ball kicked which lands in foul territory;
- f. a ball kicked has contacted the kicker twice or if its stopped in the kicking box by the kicker;
- g. a ball kicked which touches the foul territory;

13.03 Fair ball are described as:

- a. a ball kicked landing and remaining in fair territory;
- b. a ball kicked and landing in fair territory then traveling into foul territory beyond the 1st-3rd.

14. OUTS

14.01 A total count of three (3) outs by a team will completes the team's half of the inning played.

14.02 An out is as the following:

- a. a count of four (4) fouls or three (3) strikes;
- b. any ball kicked (fair or foul) which is caught by a fielder;
- c. a ball tag on a base to where a runner is forced to run towards, prior to the runner arriving to the base;

- d. a runner who is touched by the ball or who touches the ball, while not on base or while the ball is in play;
- e. a kicker who intentionally hits the ball with their hand/arm;
- f. a ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught;
- g. a runner off base when the ball is kicked;
- h. a runner physically assisted by their teammate during play;
- i. a lineup violation, where a kicker that does not kick in the proper kicking line up;
- j. a runner who passes/laps another runner;
- k. a runner who is outside of the baseline(4ft);
- l. a runner who misses a base, as called by a Referee upon the conclusion of the play;
- m. a runner who fails to properly tag-up on a ball caught by a fielder, as called by a Referee upon the conclusion of the play;
- n. a runner tagged while on a base when they are forced to vacate by the kicker becoming a runner;
- o. a runner coming from home plate who steps on First Base when required to use the Extra Base unless avoiding collision with player (while an Extra Base is in use - see Rule 1.06).

14.03 Sideline area.

Prior to the kick, no participants/spectators may be in the sideline area except for the kicker, the catcher, Referees & designated base coaches. After the kick, fielders and base runners in the process of playing the game may also occupy the sideline area. The first infraction of this rule will result in a warning to the team that caused the infraction. The second and each subsequent infraction will result in an out for the next kicker in the written scorebook kicking order on the team that caused the infraction.

15. BALL IN PLAY

15.01 Plays end only when the pitcher has ball control and is within 10ft from the pitcher's mound. Runners who are in motion and are more than halfway to the next base may advance unless they are tagged out. Runners who are shorter than the halfway mark to the next base shall resume their position at the base that they were running from, unless they get tagged out by a fielder.

15.02 Interference is:

- a. when any non fielder or non permanent object, excluding Referee or a base runner, touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed;
- b. when any runner on/off base intentionally touches a ball. This causes play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance;
- c. when any kicker intentionally hits the ball with their hand/arm. This causes play to end, the kicker to be out, and any other runners shall return to the base from which they came from.

15.03 During any play where a ball is popped/deflated significantly, that play shall be replayed with a proper equipment (ball).

16. PLAYOFFS

16.01 Total of three referee's will be fielded to assist in games if available.

16.02 No substitutions from other teams will be allowed.

16.03 Players must field eleven for a full team unless they are unable to meet the minimum number of female players. In such a case, the team will play with a player down from the opposite gender.

16.04 Every player involved must be registered as indicated under Rule Four (4.01-C).

17. GHOST RUNNERS

17.01 Ghost runners/invisible runners are not allowed at any point during the season.

18. INJURY AND SUBSTITUTIONS

18.01 Should a team encounter injuries or illness before/during the game, a timeout may be requested for substitutions so long as its of the same sex. Injured players may re-enter the game, but will resume the same lineup order as they were positioned during the start of the game.

18.02 If a player is ejected, injured, or becomes ill and cannot continue, the written scorebook kicking order will continue in the same formation, less the removed player.

18.03 Player removed due to injury/illness must be noted on both team scorebook and Head Referee must be notified.

18.04 The pitcher and catcher positions may only be replaced once per inning. Injuries can force another substitution for these positions.

18.05 Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. All substitutions must be of the same gender. A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.

Social Sports must approve all involvement with any partnership, sponsorships, and all aspect of advertising.

For a copy of the rules you can visit www.SocialSportsClubz.com

