



## Kickball Rules

### II. Field of Play

1. In general, baseball rules apply to SPR kickball rules. If questions arise during the season, SPR will augment the rules and repost modified rules.
2. All games will be played on softball diamonds or open fields with bases approximately sixty (60) feet apart
3. Cones or chalk/spray paint lines will be placed to mark foul lines, bases and encroachments/bunting lines
4. The pitching rubber is 40 feet from home plate along the home/second base diagonal.
5. All players must sign a waiver before being eligible to play, this includes subs.
6. The defensive diamond/encroachment line, in which no defensive player may enter until a ball is kicked, is a straight line from 1st base to 3rd base crossing the pitcher's rubber.
7. The bunt line, in which the ball must pass to not be a bunt, is created by measuring 30 feet from home plate along each foul line and drawing a line to connect them. If playing on dirt the bunt line is 35 feet from home plate.
8. An 8 foot in diameter circle spray painted around the pitcher's mound.

### III. Equipment

1. 10-Inch rubber kickball
2. Metal spikes/cleats are not allowed at any time. Players found to be using metal cleats will be ejected for the current game.
3. Rubber cleats are allowed in any capacity. No metal cleats.
4. Balls and bases will be provided by SPR

### IV. Teams/Substitutions

1. **Conventional Kickball Leagues:**
  1. If 10 players take the field there must be 5 females and 5 males
  2. A team that has ten (10) players but is missing the required gender minimum must play short defensively for each missing player
  3. If 9 players take the field no more than 5 male and no less than 4 females
  4. If 8 players take the field, no more than 5 male and no less than 3 females may play.
2. **NO BUNT KICKBALL LEAGUES:**
  1. Minimum of 2 females required.
3. A maximum of ten (10) players can be on the field for the fielding team

4. Teams must have at least eight (8) players to begin.
5. If a team does not have the minimum number of players at game time, they will have 10 minutes to have the minimum or they will be forced to forfeit, unless the opposing team agrees to play.
6. If a team does not field the required number of players for their game and the opposing team agrees to play, the team that is short will be charged an out at the end of their line-up for every player under the requirement.
7. While fielding, each team must field at least eight (8) and no more than ten (10) players, which must include one pitcher and one catcher at any time during the game.
8. Each team is allowed unlimited substitutions between innings
9. Substitutes may be used at any time in the regular season as long as the other team agrees to the substitution. Substitutes are not allowed in any playoff or tournament games unless cleared beforehand with SPR and they have to sign the team waiver prior to play.
10. *Batting Order*
  1. *Conventional Leagues: The batting order must be guy-girl-guy-girl-etc. Two (2) men may NOT bat consecutively at any time during the game.*
    1. *Even if there are different numbers of guys and girls. It is best to treat it like two different line ups.*
    2. *A female list and a male list, and just alternate back and forth. Yes, the lineups will become staggered as the game continues.*
  2. **NO BUNT LEAGUES: The batting order must be the same for the whole game. The female players may be placed anywhere in the line up you choose.**
    1. **No pinch hitters except due to injury**
    2. **The substituted/injured player may not return to the game**
11. All players that are present and on the roster must kick unless a player is injured
12. Not all players have to play in the field

## V. Game Duration

1. Games are to be started no later than 10 minutes after the scheduled start time
2. *Games will be seven (7)innings or a called early because of the time limit*
3. *Time Limit: a new full inning cannot be started after the 45th minute*
  1. *Clock starts on the 1st pitch of the game*
4. Once four (4) innings have been completed, the game is considered official.
5. The Referee shall announce the final inning to be played on/around 10 minutes remaining in the match. This announcement may be made during what turns out to be the final inning of play if it is running long
6. The losing team may choose to end the game if down 10 runs or more after 4 innings of play
7. If after 7 innings or 45 minutes a regular season game is tied there will be Extra Innings
8. In extra innings the teams will come up to kick with a runner on second and ZERO outs. Each team will have an opportunity.
  1. The last kicker to get out in the previous inning will start on 2nd base in Extra Innings.
9. Batters will still start with a 1-1 count.
10. In playoffs or tournaments games tied after 7 innings or 50 minutes, the team that wins the next full inning of play is the winner

## VI. The Start of Play

1. Team Captains will play a game of paper, rock, scissors to determine who is Home and who is Away
2. In the playoffs, the higher seeded team is ALWAYS the home team

#### **VII. In Play/ Out of Play**

1. Boundaries are defined as the fence line or will be marked by cones/chalk lines
2. If a foul ball goes beyond the understood playable distance, the ball is "Out of Play" and that ball is dead
3. Please be careful of balls going out into street or parking lot areas and watch for trees at unfenced locations
4. *Fair vs Foul*
  1. *Where the ball lands*
  2. *Where the ball is when the fielder makes contact*
    1. *Does not matter where the fielder's feet are, it is where the ball is*
5. *A foul ball that is caught counts as an out and any base runners may advance at their own risk after tagging up.*
  1. *This includes foul balls that are kicked in front of home plate but stay within the foul lines*
6. If a ball is thrown or kicked from the outfield and the result of that attempt is the ball going out of bounds, the play is still live unless the ball goes over the fence then the ball is out of play and runners advance to the next base.
7. Intentionally kicking the ball over the fence or out of play results in a homerun
8. If a ball hits foul then comes back fair before crossing 1st or 3rd it is considered fair

#### **VIII. Scoring**

1. Games are won by a one run advantage
2. The Referee prior to each inning should announce the inning and score as he/she has it recorded
3. A win shall count as one point and losses as zero
4. Teams switch hitting/fielding following each three out rotation in the line-up
5. Runs are scored when a player has contacted first base, second base, third base and home plate prior to 3 outs
6. A forced 3rd out always supersedes a fast base runner from third base who may have crossed the plate prior to the forced third out made at another base
7. All runs will be called at Referee's discretion
8. Seeding for any tournament is based on overall record first
9. Standings tie breakers are as follows: Head to head, Runs against, Runs for, Coin toss

#### **IV. Pitching and Catching**

1. *Umpires will only call balls and strikes when the game requires it to keep the game moving*
  1. *If the batter is letting too many strikes pass*
  2. *If the pitcher is throwing too many balls*
2. A pitch that is not bouncing, rolls across home plate and is rolled at a reasonable speed (as determined by the home plate Referee) is considered a strike.
3. Referees should use their discretion to make sure that every kicker gets the chance to kick a ball of their liking, but if a kicker is letting kickable pitches go by, strikes should be called.
4. Kickers are out on the 4th strike
5. Kickers may strike out on a pitch that the head referee calls a 4th strike

6. Kickers may not be walked. However, if a referee thinks that a pitcher is intentionally rolling poor pitches, he may reprimand the pitcher and encourage to pitch to the kicker's liking.
7. In very extreme circumstances, a Referee may ask another player on the field to pitch.
8. In ABSURD circumstances, the head referee may disqualify the pitcher
9. A legal pitch must begin within a step to either side of the pitcher's strip
10. Catchers may not interfere in any way with the kicker's attempt to kick a pitch
11. Catchers must be positioned behind the front face of home plate, and at least three feet to either side of home plate. Catchers may not position any part of their body across the vertical planes of the catcher's box during a pitch
12. Catchers must remain stationary from when the pitch is rolled to when the ball is kicked
13. Catchers must yield to a runner on his/her way to first base. If a catcher makes contact with a runner on the way to first base, intentionally or accidentally, the runner will be considered safe at first base, regardless of the play made on the field. A referee may also call catcher's interference regardless of contact being made on a play. Players who abuse this rule by intentionally running into a catcher will automatically be out.
14. If a ball from another field comes into your field don't touch the ball unless it is in way of your play or running path.

#### V. Batting/Kicking

1. Foul balls are considered strikes and batters can strike out on foul ball on the fourth strike
2. When the ball is kicked, the entire ball must cross the front of home plate before it is kicked.
3. If a kicker kicks the ball in front of home plate, the referee shall call foul ball immediately
4. The kicker may not advance but if the ball is caught, any runners on base may tag up
5. Any ball kicked twice will be called as a double-kick and considered a foul ball
6. Conventional League Bunting:
  1. Bunting is allowed, by male and female players
  2. A kick that results in the ball staying in the bunt zone is a bunt. Balls picked up in the bunt zone are bunts
  3. Each team will have six (6) bunts per game that the Referee will keep track of.
    1. *If a 7th bunt occurs, the batter is out, runners cannot advance. Next batter up.*
  4. If a player bunts after the 6 allowed bunts, it will be considered an out.
7. **NO BUNT League Bunting:**
  1. **No bunting... get it?**
  2. **A bunt is defined by any kick that does not go foul and does not cross the bunt line.**
    1. **The defense should still field it to try and force a bunt**
  3. **Any bunts will result in an out**
8. Attempting to kick the ball and missing is considered a strike. Four (4) strikes will result in an out

#### VI. Base Running

1. Runners must wait until the pitch is kicked before leaving the base (no stealing). Warning then out
2. Runners must stay within a natural base path (two steps on either side of the base) or they will be called out

3. Fielders impeding with the runners' path results in being awarded the base unless it's attempt on the ball or play
4. Runners intentionally knocking the ball out of a fielder's hands will result in the runner being called out
5. Runners intentionally running through a fielder/catcher will result in an out. Slide if play is close
6. If there is a collision at first base between the 1st basemen and the runner:
7. The runner will automatically be out if they do not use the safety base and the 1st basemen is using their respective base
8. The runner will automatically be safe if they do use the safety base and the 1st basemen interferes with their path.
9. Any ball thrown inside the field of play shall be considered live and base runners may advance at will
10. Should the played ball be thrown outside of the field of play, the Referee shall indicate base runners may proceed to the next base and stop there unless they are halfway to the next base(they get that base and the next base)
11. A base runner may tag-up – The runner can leave the base as soon as a fly ball is touched(caught or dropped) or if off the base, the runner must go back and touch the base after the fly ball is touched before advancing
12. Failure to properly tag-up shall result in a called out.
13. Pinch Runners are only allowed if the player is injured and will not be playing in the field following that at-bat
14. Injured players that cannot bat are not allowed a pinch batter and are not allowed back into the game once they miss 2 turns due to an injury. Meaning they cannot play in any defensive position on the field. If this causes the team to fall below the minimum players the Referee and other team will decide to continue or end the game
15. Pinch runner is to be the last player of the same sex to get out
16. If any offensive runner passes a teammate that is running the bases ahead of them, the "passer" is out
17. A force out constitutes a defensive player touching the base where forced player is running to, either with ball in hand or by throwing to a fellow teammate that is covering the base.
18. There is NO infield fly rule. Intentionally dropping constitutes a dead ball and the kicker is safe at first, anyone else on base will be called safe too.
19. Fielders cannot intentionally volley the ball to keep runners on base
20. If the ball makes contact with a runner and stays within the boundaries, runners may advance at their own risk
21. Balls thrown at the base runner must be below the head
22. Any headshot incurred while the runner is in an upright running position results in advancement to the base they were running to. Any intentional hitting of the ball with the head by a runner will result in an out
23. If a runner slides, jumps or ducks, this does not count as a headshot and runner will be "safe" or "out"
24. Any offensive player making contact with the ball in fair territory after a kick is considered out.
25. If the kicker or base runner is in foul territory, when struck by the ball, it is a foul ball

26. Intentionally kicking the ball while running is a dead ball and the player who kicked the ball will be called out
27. Fielders may encroach up to the boundary line that goes on a straight line from 1st Base to 3rd Base, crossing the pitchers rubber. Fielders are not allowed to cross the encroachment line until the kicker makes contact with the ball. Any encroachment results in a "no play" with a called ball to the kicker.
28. If encroachment is called, the umpire may choose to let the play continue if the runner gains an advantage despite the encroachment.
29. Runners are allowed to over-run 1st base only.
  1. To return to base safely, runners are reminded to
  2. Turn to the right
  3. Remain in foul territory
  4. Not fake or appear to make any move toward 2nd base.
  5. Runners that over-run first will be in play and eligible to be tagged out if they make any move or fake towards 2nd base
  6. The base runner's turn to the left results in the base runner blatantly entering fair territory, but the referee should always consider the runner's intent.
30. If running through 1st base, the runner must stay in foul territory and tag the orange base. The fielder must stay in fair territory and tag the white base.
31. If the pitcher catches the ball within the circle and the runner is less than halfway between bases, they must return to the previous base. If they are halfway or more they get the next base

#### **VII. Rainouts**

1. The final decision is typically made 4 hours before the first game time of the day.
2. You will be notified by email, the website and schedule will also be updated as soon as the decision is made.
3. One week is built into the end of each season.
4. If more than one rainout/snowout occurs SPR will try to find another week if possible but may not be possible.
5. Should inclement weather or other factors limit normal scheduled game duration and more than half the game has been played, the game shall count as the full game.

#### **VIII. Forfeits**

1. Teams have until 10 minutes past the designated start time to field the minimum requirement
2. If a team doesn't show in time, a win will be recorded to the team present with the score being an average of runs/points for the past weeks or the maximum sets/games to 0 depending on the sport.
3. If both teams agree to play without the minimum or more than maximum required, SPR Officials must be made aware.
4. SPR Officials will make every effort to complete a forfeited game with a mixed set of remaining players.
5. **If your team is going to forfeit a game, call our office(816-532-8130) or email rshultz@smithvillemo.org to help us schedule your opponent a game. This does not mean that your team will not receive the loss and a forfeit.**
  1. **First Offense** - Loss of game and warning issued

2. **Second Offense** - Loss of game and SPR reserves the right to remove team from playoffs
3. **Final Offense** - Loss of game and removal from the league with no refund

#### **IX. Standings**

1. Standings are sorted by Winning % first
2. If the Winning % is a tie, the standings are then sorted by head-to-head match up wins
  1. If 3 or more teams are tied, the head-to-head records are calculated (only games against other tied teams)
3. If the head-to-head records are still tied, the standings are then sorted by runs scored.
4. If after runs scored there is still a tie, the standings are then calculated by registration date, the earliest team to register for that season will be ranked higher in the standings

#### **X. End of Season Championship**

1. *Rosters are checked and no team can use more than 3 subs for the tournament.*
2. *A mercy rule will be implemented for the tournament:*
  1. *10 runs after 4 innings*
  2. *15 runs after 3 innings*
3. For kickball, the top teams from all nights of this sport & skill make the tournament.
4. Rosters will be checked at the beginning of games, and teams cannot have more than 3 subs for the tournament/Championship, unless cleared beforehand,.
5. If a team is short a player and has a sub, this must be approved by SPR prior to the start of the tournament.
6. If a team asks a player from another team to sub, it must be approved by SPR.
7. **Tournament Format:**
  1. A Championship will be played on Week #7 on the same day the league is scheduled
  2. Top 50% of the league qualifies for the Championship
  3. The Championship will be played out all in one night