

B-TOWN KICKBALL

Updated 04.03.2024

1 INTRODUCTION

B-Town Kickball has core values rooted in the promotion of adult recreation, community, sportsmanship, and fun. Established in 2022, we are honored to serve the recreational needs of adults in the Bloomington community. B-Town Kickball invites all (21+) adults to join us in playing our favorite pastime from 3rd grade. Let's play!

1.1 SPIRIT OF THE RULES

- 1.1.1 The rules defined in this document were designed with fair play, safety, sportsmanship, and fun as fundamental components. Captains and players are responsible for reading and adhering to all rules and guidelines outlined in this document.
- 1.1.2 If an event occurs that is not specifically outlined in this document the ruling shall first defer to the MLB Rule/Case book and then to the highest-ranking staff member available.

1.2 SPORTSMANSHIP

- 1.2.1 Sportsmanship is an understanding of and commitment to fair play, ethical behavior and integrity, and general goodwill toward an opponent. It is an affirmation that a participant has perspective, can maintain poise, and generally do what is right in a given situation. Be kinder than necessary, and always treat fellow league members and staff with integrity, respect, and compassion. Set an example for others by conducting yourself with dignity, and total sportsmanship always.

1.3 ALCOHOL & GLASS POLICY

- 1.3.1 While the Indiana code is surprisingly silent as to open containers in public spaces, the Bloomington Parks & Rec Department strictly prohibits alcohol use at its facilities.
- 1.3.2 Anyone seen with a labeled containers of alcohol will be asked to dispose them immediately. Failure to comply will result in being asked to leave the park.
- 1.3.3 Absolutely no glass of any kind is allowed at the park or on our fields.

1.4 ZERO TOLERANCE POLICY

- 1.4.1 B-Town Kickball will not tolerate hate speech, violence, intimidation or discrimination of any kind on its social platforms or at any league sponsored events. If you are unsure of the scope of this policy, you may email your specific questions to BTkickball@gmail.com. Any individual or group who participates in hate speech,

violence, intimidation or discrimination intentionally or unintentionally may be removed from the league indefinitely and without warning.

2 DEFINITIONS

- 2.1 **AMBASSADORS:** Existing league members appointed by the league to play for support, and welcome in our free agent teams.
- 2.2 **BACK STOP:** An offensive or defensive player not kicking, on base, or defending who's job is to field and return pitched balls to the pitcher
- 2.3 **BASE COACH:** An offensive player not kicking or on base who is permitted to stand in foul territory near the 1st or 3rd bases to coach baserunners.
- 2.4 **CHEESE BALL:** This is kickballs take on the traditional INFIELD FLY rule in Baseball/Softball. It's long and rarely comes up, but if it does see 10.8. In short, don't drop an infield fly ball on purpose in an attempt to gain advantage and turn a double play.
- 2.5 **CIVIL PITCH (Granny Pitch):** A non-bouncy, slow rolling, non-curving, two handed, between the legs (granny pitch) to the kicker that passes the plane of the plate within 3 feet on the 1B side and 2 feet on the 3B side.
- 2.6 **CLASSIC (D2):** This is our flagship division of kickball. Generally, all new teams and free agent teams begin in this division and either remain or move up to the Premier League (D1)
- 2.7 **DEFENSIVE TRIANGLE:** The triangular area created by the 1st base, 3rd base, and diagonal encroachment lines.
- 2.8 **DEFENSIVE APPEAL:** When the defense suspects a baserunning error has occurred and the pitcher makes a throw to the base where the infraction is thought to have occurred.
- 2.9 **ENCROACHMENT:** A defensive violation in which a player from the defensive team crosses a defined boundary prior to the ball being kicked.
- 2.10 **FIELD COMMISSIONER:** The primary governing individual(s) designated by the league, present at league sanctioned events.
- 2.11 **FOUL LINES:** Lines which extend from home plate through both 1st & 3rd bases and extend into the outfield.
- 2.12 **FOUL TERRITORY:** All area outside of the field of play as marked by the foul lines.

- 2.13 **FREE AGENT TEAM:** A free agent team is a league organized team that consists of a majority of unrelated members.
- 2.14 **HEADSHOT:** A thrown ball that hits an upright runner above the shoulders (neck, face, head).
- 2.15 **KICKERS BOX:** A marked area (paint or cones) where kickers may legally strike a ball.
- 2.16 **PEER REFEREE/UMPIRE:** A league member assigned to officiate a league scheduled kickball game.
- 2.17 **PITCHERS CIRCLE:** A designated area or boundary around the pitcher's mound.
- 2.18 **PREMIER (D1):** This is our organization's experienced team's division. It is generally comprised of teams that have played multiple seasons in our league or have won championships in other league divisions or tournaments.
- 2.19 **ROVERBALL (CARDIO KICKBALL) –** A 5v5, kick only, fast paced version of kickball with a twist. Teams get an offensive player in the defensive field (a rover). Kick it to the Rover successfully in the air and it's an automatic home run.
- 2.20 **SAFETY BAG:** A additional 1st base bag (usually orange) set in foul territory parallel to the standard 1st base bag.
- 2.21 **STRIKE:** A pitch that rolls on the ground or bounces at least 2 times before crossing into the strike zone or a pitch that kicker has attempted to kick but missed.
- 2.22 **STRIKEOUT:** A strikeout occurs when a player accumulates 3 strikes during an at-kick.
- 2.23 **WALK:** When a player accumulates 3 balls during an at-kick and is awarded 1B.

3 TEAM ROSTERS

3.1 B-TOWN KICKBALL LEAGUE ROSTERS

- 3.1.1 **ROSTER MINIMUMS:** Teams must have a ***minimum of 13 registered players*** on their active roster at the start of each season with ***at least 5 of each gender***. There is no Maximum. *(Teams not meeting the minimum requirement may request or be assigned Free Agents.)* Captains and players may register at www.BTownKickball.com/Leagues
- 3.1.2 **TEAM NAMES:** Team Captains must choose a Team name when registering. All team names are subject to league approval. B-Town Kickball reserves the right to deny, censor, or abbreviate any team name for any reason on its website. Our exclusive apparel providers may do the same.
- 3.1.3 **GENDER RATIOS:** Teams are allowed a maximum of 10 players (6/4 gender ratio) in the defensive field but may legally play with as few as 7 total players (4/3 ratio) if necessary. Teams may not play with more than 6 and no fewer than 3 of either gender in the defensive field regardless of the total number of players in the kicking line-up. Teams may not field a defense with more than a +3-gender ratio. Ratios of 6/4, 5/4, 4/4, **6/3**, 5/3, 4/3 are all acceptable co-ed field ratios. Failure to field a team with at least a 4/3 (7 total) ratio will result in a forfeit.
- 3.1.3.1 **MISSING PLAYER LINE-UP OUT:** If playing with a 6/3, 5/3, or 4/3 ratio of either gender, the team must take an out at the end of the lineup for the missing minority gender roster spot.
- 3.1.4 **5/2 EXCEPTION:** If a team has only 2 of either gender present to play in a regular season game (playoffs excluded) they may invoke the 5/2 exception. If invoking the 5/2 exception the team must:
- 3.1.4.1 Take 2 automatic outs in the last 2 spot in the lineup each time around.
- 3.1.4.2 is limited to a maximum of 7 players in the field (5/2) regardless of how many majority gender players it has.
- 3.1.4.3 **can only use this exception twice in a season.**
- 3.1.4.4 May not use this exception in the playoffs.
- 3.1.5 **PLAYING ON MULTIPLE TEAMS:** Players are not permitted to play on more than one team on the same night or league/division unless granted special exception from the league. (See 3.5)

3.2 UNREGISTERED PLAYERS

- 3.2.1 Unregistered players are never permitted to play in league games or playoffs. All players participating must first register at www.BTownKickball.com/Leagues
- 3.2.2 **ILLEGAL PLAYER FORFIET:** Any team playing an Unregistered player in a league scheduled game will result in an automatic forfeit. This forfeit can come on game day or retroactively.
- 3.2.3 **ID's REQUIRED:** All players must have with them at least 1 form of identification. Commissioners, umpires, or captains may request a roster check for any player at any time.

3.3 FORFIETS

- 3.3.1 A no show, no call forfeit will result in a recorded loss of 15-0.
- 3.3.2 A no show forfeit with prior notice given is recorded as loss of 10-0.
- 3.3.3 A forfeit in which a team still appears to play a scrimmage is recorded as a loss of only 5-0.

3.4 FREE AGENTS

- 3.4.1 Any player may choose to register as an individual to be placed on a team (A Free Agent). Free agents may also sign up together as a "small group" of friends to be placed on the same team.
- 3.4.2 **FREE AGENT ASSIGNMENTS:** Free Agents may be assigned to existing teams or grouped together to make a completely new team. *(If no Free Agent team is created and all teams rosters meet the minimum requirements, free agents will then be assigned to the teams with the fewest team members first)*

3.5 FREE AGENT TEAMS

- 3.5.1 A completely new Free Agent Team may be formed when there are many free agents registered for a season.
- 3.5.2 **FA Team Roster Exceptions:** Depending on the specific need in a season FA Teams may be granted certain roster exceptions. These exceptions may include but are not limited to adjusted gender ratio requirements and permissions to add existing league members to complete their roster.
- 3.5.3 All Free Agent roster exceptions will be posted and communicated to team captions prior to the start of the season.
- 3.5.4 **Ambassadors:** As a general practice the league may add existing league members to Free Agent teams as ambassadors. The intent here is to provide guidance, infuse experience, and facilitate community within the team.

- 3.5.5 **Ambassador Restrictions:** Any league member serving as an ambassador must kick at the end of the lineup and may not play the following positions for the Free Agent Team: Pitcher & Charger. The “Charger is the defined sometimes defined as the SS or the 3B, but ultimately is the player who plays tight to the encroachment line and “charges” in to field bunts and short ground balls.

4 FIELD AND EQUIPMENT

4.1 PLAYING FIELD

- 4.1.1 **DIMENSIONS:** The infield will consist of a 60-foot diamond with 3 bases (1st, 2nd, 3rd), 1 home plate, one pitcher’s circle, an encroachment line and a kickers box. All bases and home plate are part of **Fair Territory**. The 1st base and 3rd base foul lines which intersect at home plate will extend beyond 60-feet to create the outfield. Paint and cones will be used to mark off areas on the field including the **Encroachment Line** (diagonally drawn from 1B – 3B) and Kickers box.
- 4.1.2 **SAFETY BASE:** Next to 1st Base in foul territory, about 2 feet away from the foul line, there will be an orange safety base. The fielder may not field or block this base.
- 4.1.3 **FIELD TYPE:** B-Town Kickball league games and tournaments may be played on grass fields, dirt fields, or turf fields.
- 4.1.4 **BASE COACHES & BACKSTOPS:** In addition to the 10 players in the field and 1 kicker, teams may also elect to have a **Backstop** behind the catcher, and two **Base Coaches**. The Backstop must not interfere with any live play and is only permitted to retrieve a pitched ball and return it to the pitcher. Base coaches must stand in foul territory at 1B and 3B and never enter the field of play or interfere intentionally with a kicked or thrown ball.

4.2 EQUIPMENT

- 4.2.1 **Shirts/Jerseys:** All team jerseys or shirts must be acquired from Kickball Stuff (KBS) and include our league’s official logo. KBS is the league’s exclusive apparel provider. Shirts/Jerseys may not contain profanity or blatantly offensive images or language. www.KickballStuff.com
- 4.2.2 **Footwear:** Full cover shoes must be worn when playing. Metal cleats are not permitted for league or tournament play. Regular cleats are recommended, but not required.
- 4.2.3 **Scoreboard:** Each field will have a scoreboard
- 4.2.4 **Cards:** Umpires/Referees will be equipped with Red/Yellow discipline cards
- 4.2.5 **Count Clicker:** Umpires/Referees will be equipped with a Ball/Strike/Out Clicker
- 4.2.6 **Blue/Orange Cones:** Cones will mark certain areas on the field.

- 4.2.7 Blue Kickball:** Balls will be supplied by the league. We use branded Baden KB-10 Kickballs. Home teams are responsible for bringing the game ball on gameday.



KICKING LINEUP

- 4.3 **MINIMUM KICKING LINEUP:** The minimum legal kicking lineups is 8 slots with a gender ratio of 4/4. If ever there are fewer than 4 players from either gender, the team must place an automatic out in the lineup as a place holder. Example: If a team is playing with 7 players with a gender ratio of 4/3, they would need to include an 8th slot in the lineup and record an out for that missing player. A 5/2 split would require 2 outs to be taken at the bottom of the lineup.
- 4.4 **MAXIMUM KICKING LINEUP:** There is no limit to the number of registered players a team may include in their kicking lineup. Teams & captains are expected to include ALL actively registered players in attendance on gameday in their kicking line-up. Players present, but not listed in the kicking lineup (injured, sick, abstaining from the game for personal reasons) are ineligible to play on offense and defense. In-game substitutions (player for player subs) are not allowed in the kicking lineup. If a player intends to participate (play in the field and kick in the lineup), they must be included in the original kicking order at the start of the game. ***NOTE: This is a recreational league intended for fun and fellowship above all. Captains, please do not omit any actively registered players present at the fields from the kicking line-up against their wishes. All registered players have the right to play.***
- 4.5 **LATE PLAYER:** If a player who has been included in the kicking lineup is late to a game and their spot is up in the lineup, the kicking team must take an out for this player to keep them in the kicking lineup. If the team does not wish to take this out, they must scratch the player from the roster permanently for that game.
- 4.6 **EXCHANGING LINEUPS:** Team Captains may always to request a copy of the opposing teams line-up before the game begins. Once a game begins, each kicker must kick in the order they appear on the lineup card.
- 4.7 **KICKING OUT OF ORDER:** This occurs when the kicking order in the game does not match the kicking order on the exchanged lineup card.
- 4.7.1 **Kicking out of order part 1:** If it is reported (defense) and confirmed (umpire) that the active kicker has received a pitch while out of order, the kicking team shall be assessed an immediate automatic out. After the out is assessed, the line-up will resume in the correct place.

- 4.7.2 **Kicking out of order part 2:** If a player kicks out of order, puts the ball in play, reaches base and the opposing team reports the error prior to pitching the ball to the next kicker, the base runner shall be ruled out immediately and all other base runners will return to their spots prior to the illegal kick. If any scores were recorded on the kick, they will be removed. If the kicking order error is discovered, but only after the 1st pitch is thrown to the next kicker, no penalty can be assessed to the base runners. In this case, the kicking team will still be assessed an automatic out, but the lineup will continue with the current kicker, count and all.
- 4.7.3 **Kicking out of order part 3:** Kicking lineup errors must be reported in the inning they occur. If an inning ends and the error is not reported, it does not carry over to the next inning. Simply put, you cannot bank a kicking error and save it until the last inning to report. If an inning ends with Kicker #7 the next inning will begin with kicker #8 even if there was an unreported error in the previous inning. At this point, starting with #8 is the correct order.

5 DEFENSIVE LINEUP

- 5.1 A team must have at least 7 but not more than 10 players in the defensive field. The defensive field must contain no fewer than 3 players from either gender but no more than 6. (Only 1 exception, see 5/2 Exception)
- 5.2 A defense must always field a catcher and a pitcher but no more than 1 of each. The catcher shall always play from behind the **kickers box** and the pitcher from the **pitcher's circle**.
- 5.3 No defensive player may begin a play or enter the **defensive triangle** prior to the ball being kicked.

6 SUBSTITUTIONS AND INJURIES

- 6.1 **FIELD SUBSTITUTIONS:** Defensive field substitutions may be made between and during any inning. Only registered players in the active kicking line-up may be moved in and out of the defensive field. *See special restrictions for Catcher/Pitcher position in 6.5.*
- 6.2 **LINE-UP SUBSTITUTIONS:** No Players may be subbed INTO the Kicking Line-Up and no subs may be listed on the official line-up. Players may not be substituted for other players in the lineup as in major league baseball or professional softball. Players already in the official lineup may be substituted out of the lineup if an injury occurs.
- 6.3 **INJURED PLAYER:** If a player is injured during a game, they may be removed from the kicking lineup with no penalty, or outs assessed provided losing this player does not place the team below the standard requirement of 4 players from each gender in the kicking lineup. If an injury does place a team below 4 then they must take an out for that player in the lineup.

- 6.4 **INJURED BASERUNNER:** Baserunning substitutions are only allowed in situations where an injury has occurred. When this happens the replacement baserunner must always be the player who was last out (same gender) for that team. If a team is caught faking an injury to gain an advantage, the captain will be ejected from the game and that team assessed an automatic out.
- 6.5 **CATCHER & PITCHER SUBSTITUTIONS:** Defensive substitutions for both the catcher and pitcher positions are limited to 1 each per inning. All other positions may be substituted freely during the inning.

7 GAME MANAGEMENT

- 7.1 **FIELD COMMISSIONERS:** League appointed **Field Commissioners** will be present at all league games and tournaments. They are the governing authority at the fields. Any concerns, questions or disputes that cannot be resolved by the on-field officials will be the responsibility of the commissioners. Captains have the right to request a field commissioner during a game for rule disputes, or if they feel unsafe. Judgement calls are not appealable to commissioners.
- 7.2 **PEER REFEREES:** **Peer Referees** will be the governing authority in each game. Captains are responsible for checking the ref schedule prior to the start of games each week, and making sure that their team covers their assignments with members who are familiar with the rules.
- 7.3 The Referee/Umpire's role is to keep control of the game including the pace of the game, fair and foul balls, and out/safe calls, and keep track of scoring and outs. There may also be at least one field ref who will assist the umpire in making calls with an emphasis on force plays at the bases and fair / foul calls. This ref should stand to the outside and rear of first base when no runners are on base and should stand between first and second once runners are on base. Rulings made by the umpires and referees on the field are FINAL.
- 7.4 **TEAM CHALLENGES:** Rulings on judgement calls made by the umpires and referees on the field are FINAL. Only rule clarifications may be requested, and after the game is over any decisions made will be final.
- 7.5 **CARDS:** Peer Refs/Umpires may issue Red or Yellow Cards. They also reserve the right to request a League Commissioner whenever they feel necessary. Players and captains should always treat peer refs with respect and be kinder than necessary.
- 7.6 **MISSED ASSIGNMENTS:** Missed assignments will result in penalty. The first assignment a team misses, they will be docked 1-point in the standings. Missing a 2nd assignment will result in a 2-point drop in the standings. Missing a 3rd assignment results in the team being excluded from the playoffs. Captains may work with other captains or league officials, if necessary, to ensure coverage. Failure to show up or notify anyone of an issue with coverage results in the penalty above.

7.7 DELAYED START PENALTY

- 7.7.1 If a team is late or unprepared to begin at gametime, they will be assessed a penalty of 1 out per 2 minutes (1 inning per 6min) they are late until they have accumulated 12 outs (24 minutes).
- 7.7.2 If 24 minutes have passed the game will end in forfeit.
- 7.7.3 If the team is ready to play within the 24 minute range, the opposing team will play consecutive half innings on offense until the outs accumulated have been paid.

7.8 DISCIPLINE

- 7.8.1 **YELLOW CARD** – A yellow card may be given at any time during a game and is intended to serve as a simple warning to a player or captain. It is meant to deescalate a situation and to let the recipient know that they have or are crossing a line. A player receiving a yellow card should immediately stop the behavior in question. Yellow cards may be issued verbally or with a physical card.
- 7.8.2 **RED CARD** – A red card may be given at any time during a game and results in the immediate removal or ejection of the recipient. A red card may also come as a result of receiving two yellow cards in the same game. Red cards may be issued verbally or with a physical card.
- 7.8.3 Cards may be given out by field commissioners (provided they are not participating in that game) or by peer referees or by any league staff member.
- 7.8.4 Retroactive cards may be given after an incident has occurred if the league decides upon further investigation a player should have received a card.
- 7.8.5 Player infractions will be recorded and tracked for a calendar year.
 - 7.8.5.1 3 yellow cards in 1 season = Current season ban (No Refund)
 - 7.8.5.2 6 yellow cards in 1 year = Ban for remaining seasons in current year (No Refund)
 - 7.8.5.3 2 Red cards in 1 season = Current season ban (No Refund)
 - 7.8.5.4 3 Red cards in 1 year = Ban for the remaining seasons in current year (No Refund)

7.9 REGULATION GAME

- 7.9.1 A League game shall last a maximum of 50 minutes or 7 innings, whichever comes first. No new inning can begin at the end of 50 minutes. Game time will be kept by the referee/umpire and documented on the score sheet.
- 7.9.2 Each half inning will be comprised of 3 outs. A full inning is 6 outs.
- 7.9.3 Home or Away will be pre-determined on the league schedule, decided by tournament seeding or in ambiguous circumstances decided by Rock, Paper, Scissors.
- 7.9.4 Final scores will be reported/recorded at the end of regulation by the Umpire/Referee.
- 7.9.5 **7 RUN REGULAR SEASON MAX INNING SCORE:** If a team scores 7 runs in one inning the inning shall advance regardless of the # of outs recorded. This does not apply in the playoffs.
- 7.9.6 **10 RUN MAXIMUM DIFFERENTIAL:** For league play and tournament play, teams will be awarded a maximum 10 run differential for each game played in the standings. Example: Final Score Blue Team (20) vs Grey Team (7). This score will be entered as 17-7.

8 OVERTIME

- 8.1 Regular season games do not require overtime. They may end in a tie at the end of regulation play.
- 8.2 Playoffs and elimination games that remain tied after regulation must go to extra innings and potentially a shootout.
- 8.3 EXTRA INNING**
- 8.3.1 If a game remains tied at the end of regulation an extra inning will be played.
- 8.3.2 The extra inning will begin with 1 out assessed for each team and 1 runner on second base. The runner on 2nd base must be the last kicker from the previous inning.
- 8.3.3 If the game remains tied after the extra inning, the game will move to a shootout.
- 8.4 KICKBALL SHOOTOUT**
- 8.4.1 Defensive rosters must reduce to 7 players with a 4/3 gender ratio.
- 8.4.2 Offensively each team will select 3 kickers (2/1 gender ratio)

- 8.4.3 All Kickers will face the defense with the bases empty and both teams will kick all kickers in succession in an order of their choosing.
- 8.4.4 Kickers will receive 1 pitch only. It will either be a ball, a strike, a foul, an out, or a kick that results in the runner achieving a base or homerun.
- 8.4.5 If the pitcher pitches a ball that does not cross the strike zone and is not kicked or swung on, this will result in a walk and a .5 point awarded to offense. The kicker will then receive another chance to kick and score.
- 8.4.6 If a defensive encroachment call is called on the defense, the offense shall be awarded .5 points and the kicker will receive another chance to kick.
- 8.4.7 Kickers will receive 1 point for each base they achieve without getting out and no points for strikes, fouls or outs.
 - 8.4.7.1 Walk = .5 Pt, Encroachment = .5pt, 1B = 1 Pt, 2B = 2 Pts, 3B = 3Pts, Home Run = 4 Pts.
- 8.4.8 If an offensive player is recorded out attempting any base, they will receive no points regardless of which base they were headed to.
- 8.4.9 The team with the most points at the end of the shootout shall be declared the winner.

9 PLAYOFFS

- 9.1 All Teams qualify for the playoffs at the end of every season (unless disqualified). Placement and seeding will depend on the League standings & Tie Breakers (9.3).
- 9.2 Playoff formats and seedings may vary from season to season based on the total number of teams and sometimes the skill levels of teams.
- 9.3 **PLAYOFF TIE BREAKERS:** Standings rules & tiebreakers are pre-determined prior to the season in our league management software. They are subject to change. Example: Standings Point Total -> Head to Head -> Run Differential -> Runs Against
- 9.4 **TOILET BOWL:** The toilet bowl will be composed of either the lowest seeded teams entering the playoffs, or the first teams eliminated. They will meet each other either in round 1 or a extra round depending on the playoff structure.

10 GAMEPLAY

The rules below will govern how all B-Town Kickball games will be played.

10.1 KICKING

- 10.1.1 For a legal kick to occur, the kicker must singularly strike the ball below the waist while maintaining some part of their plant foot in the **Kickers Box**. (See **Definitions for Kickers Box**).
- 10.1.2 Any additional contact with the ball after the initial kick during the kicking motion or in foul territory will result in a Foul ball or Double Kick call. (See 10.1.5)
- 10.1.3 If a player makes second contact with the ball following the kicking motion in fair territory the player will be ruled out.
- 10.1.4 **FAIR BALL:** A kicked ball is considered fair if kicked in compliance with 10.1.1, and:
- 10.1.4.1 It lands on or goes in front of home plate into the field, and
 - 10.1.4.2 Is touched by a defender while on or between the vertical plane created by the **foul lines**, or
 - 10.1.4.3 the ball comes to a rest untouched in the infield on or between the foul lines, or
 - 10.1.4.4 the ball rolls to, bounces to or lands in the outfield on or in between the foul lines.
- 10.1.5 **FOUL BALL:** A kicked ball is considered a foul if:
- 10.1.5.1 contact is made from behind, outside, or in front of the kickers box will be called a foul ball.
 - 10.1.5.2 contact with the ball occurs above the waist or with the arms/hands.
 - 10.1.5.3 the kicker strikes the ball a second time while in the kickers box resulting in a double kick. These foul balls may be caught by the defense for an out.
 - 10.1.5.4 any part of the ball touches any part of the kicker in the kickers box and does not move into fair territory. Incidental contact or failing to avoid contact will still result in a foul call.

10.1.5.4.1 **Exception to the rule:** Reaching down to pick up the ball with one's hands, after it has been called a ball or a strike, to throw it back to the pitcher, while not encouraged, is allowed and is not considered a fair or foul ball. (we will call this the kindness exception)

10.1.5.5 the ball while completely outside (not touching the plane in any way) the foul lines is touched by a defender.

10.1.5.6 a ground ball starts fair, then rolls foul before 1st & 3rd bases.

10.1.5.7 An airborne ball makes contact with the ground or a defender while outside the vertical plane of the foul line.

10.1.6 KICKERS OPTION

10.1.6.1 Any kicker walked during a plate appearance always has the option to refuse 1st base and reset the count.

10.1.6.2 A kicker walked again during the same appearance has the option to refuse the additional walk and reset again, and again if preferred.

10.1.7 KICKING BOUNDARY

10.1.7.1 To be considered fair, a ball kicked by a male player must meet the standard criteria for a fair ball, and:

10.1.7.1.1 travel outside of the **Defensive Triangle** area and beyond the **Encroachment Line**, or

10.1.7.1.2 be touched by a defender within the **Defensive Triangle** before coming to a complete stop.

10.1.7.2 If the ball does not travel outside of the Defensive Triangle and beyond the Encroachment Line, and is not touched by the defense, it will be called a foul ball.

10.1.8 POPPED/DAMAGED BALL

10.1.8.1 If the ball is popped on a kick or during a play, the ball should still be played by the fielding team until the natural termination of the play. The result of the play shall stand.

10.2 SCORING

- 10.2.1 A run is scored when a team successfully and safely moves a runner to home plate in an inning with less than 3 outs.
- 10.2.2 A run can be scored in an inning in which the 3rd out is recorded provided the 3rd out is not a force out or a caught fly ball and the baserunner manages to score before the non-force out is recorded.
- 10.2.3 In the event a field has a fence. A single run or multiple runs can be scored automatically by kicking a ball over the fence. (Home run)

10.3 PITCHING (Strikes, Balls, Fouls, Walks)

- 10.3.1 Pitchers are required to deliver a pitch by hand from inside the pitcher's circle while remaining behind the encroachment line. (Crossing the encroachment line during a pitch will result in a 1 ball penalty in favor of the kicker.)
- 10.3.2 Pitchers may not deliver a ball from overhead or with two hands over head. Doing so will result in a 1 ball penalty in favor of the kicker.
- 10.3.3 A pitching substitution may be made only once per inning (See 7.3)
- 10.3.4 **STRIKEOUT:** An out will be recorded if the kicker accumulates 3 strikes during a plate appearance. Foul balls count as strikes. (See 10.1.5)
- 10.3.5 **WALK:** A walk will be awarded to the kicker if the pitcher accumulates 3 balls during a plate appearance.
- 10.3.6 **CIVIL PITCH OPTION:** (aka the Granny Pitch)
- 10.3.6.1 A pitcher who has pitched two balls to a kicker during a plate appearance and does not want to risk walking the kicker, may elect to roll a non-bouncy, slow rolling, non-curving, two handed, between the legs (granny pitch) to the kicker. This specific pitching motion is a signal to the kicker and umpire for a civil pitch. If the pitch meets the criterial and passes the plane of the plate within 3 feet on the 1B side and 2 feet on the 3B side, it shall be considered a legal civil pitch and called a strike if not kicked.
- 10.3.7 **PITCH COUNT:** 3 Balls & 3 Strikes.

10.3.8 **STRIKES & BALLS:** A pitch is a strike if the ball:

- 10.3.8.1 rolls continuously on the ground or bounces at least twice before reaching the front of the plate, and
- 10.3.8.2 is no more than 1 foot (from the bottom of the ball) off the ground at any point when passing through the kickers box, and
- 10.3.8.3 at any point passes through the plane of the plate (side or back) or painted area around the plate, or
- 10.3.8.4 the kicker attempts to kick the ball and misses, or
- 10.3.8.5 the kicker kicks a foul ball (See 10.1.5)
- 10.3.8.6 A pitch is considered a BALL if it does not meet the criteria for a STRIKE.

10.4 **BASERUNNING**

10.4.1 **FIRST BASE:** A kicker running to first base is required to use the orange Safety Base when there is an active play being made at first base. If it is clear no play will be made at the base, the baserunner may elect to use the inside base.

- 10.4.1.1 A kicker running to first base when an active play is being made by the defense must be completely in foul territory 6ft before reaching first base. If the baserunner is in fair territory within the 6ft range, it will be considered interference, and the runner will be called out.
- 10.4.1.2 If the first basemen blocks or obstructs the orange safety bag causing a collision or forcing the runner to slow down to avoid contact the runner will be ruled safe.
- 10.4.1.3 A baserunner is allowed to slide into or run completely through the orange safety base at first base.
- 10.4.1.4 A baserunner who makes an attempt to advance to second base after running through orange base will be considered live and can be tagged out by the defense. An attempt is defined as a hard turn toward second base which often includes a full crossover step. A flinch, twitch or a slow turn even if inside to walk back to the 1B is not considered an attempt.
- 10.4.1.5 A baserunner is never allowed to slide into or run through the inside base at first base.

10.4.2 **STEALS/LEADS:** Baserunners may not take leads or steal bases.

10.4.3 **A BASERUNNER IS OUT IF:**

10.4.3.1 Not on the base when the ball is kicked or leaves early.

10.4.3.2 Attempts to steal a base.

10.4.3.3 Interferes with a defensive player making a play on a kicked ball. The baserunner is required to avoid contact with a defender making a play on a kicked ball.

10.4.3.4 Passes another baserunner,

10.4.3.5 a defender is in possession of the ball while touching the base the baserunner is forced to.

10.4.3.6 Moving s more than 4 feet outside of the base path to avoid a tag

10.4.3.7 If a baserunner is touched by a base coach or aided in any way with physical contact during a live play.

10.4.3.8 The ball touches the base runner in any way during a live play while not standing on or touching a base. This includes, kicked balls, deflections, peps, tags, etc.

10.4.3.8.1 Exception #1: Head Shots (See 10.10)

10.4.3.8.2 Exception #2: If a runner is forced to advance and is touched by a kicked or fielded ball even if on the base the runner is out.

10.4.4 The baserunner has the right of way in the base path and the defense must not obstruct the runner in this path. The only exception here is when the defender is making a play on a kicked ball. (See 10.3.3.3)

10.4.4.1 Baserunners are encouraged to avoid contact when possible.

10.4.4.2 Deliberate or malicious contact by a baserunner to a defender even if they have the right of way, may result in an out. (UMPIRE JUDGEMENT)

10.4.5 If a base moves during a play due to a slide or some other circumstance, the baserunner must maintain contact with the area where the base should be. Holding a moved base, does not guarantee the runner will be safe if tagged. This base area will be painted or marked by a cone for this reason.

10.4.6 **TAGGING UP:** A baserunner may advance on a caught fly ball only by maintaining contact with the base until after the ball is first touched by the defender or by returning to the base to tag up after the ball is caught and then re-advancing.

10.4.6.1 **APPEAL #1:** If the defense feels that the runner left early or did not tag up properly, an appeal may be made after the play to the umpire/referee. If it is decided that the runner advanced in error the runner will be called out. NOTE: The umpire is not bound to make this call. It must come always as an appeal.

10.4.6.2 **APPEAL #2:** If the baserunner misses a base, it is the responsibility of the defense to appeal the missed base after the play has ended. If a runner is caught missing a base by appeal, then the runner shall be called out.

10.4.6.2.1 FORMAL APPEAL: After a play is called dead, the pitcher may appeal by throwing the ball to the base in which the infraction is suspected.

10.4.7 A baserunner must touch every based passed if forced to return to a previously passed base.

10.4.8 Two base runners may not occupy the same base. If this occurs during a live play, the lead runner is out.

10.5 FIELDING

10.5.1 SAFETY BAG

10.5.1.1 A defensive player may not use the orange safety base to record an out.

10.5.1.2 A defensive player must not obstruct the orange safety base. (See 10.3.1.2)

10.5.2 ENCROACHMENT

10.5.2.1 Defensive encroachment can occur when any fielder including the pitcher crosses the diagonal line extending from first base to third base before the ball is kicked. Encroachment can also be called on the catcher for running into or in front of the kicker prior to the kick. Encroachment results in 1 ball being awarded in the kickers favor or the result of the play.

10.5.2.2 An encroachment occurring during an OVERTIME SHOOTOUT will result in .5 points being awarded to the offensive team or the result of the play.

10.5.3 PLAYING CATCHER

10.5.3.1 All players playing the catcher position must always remain behind the kicker during an at kick.

10.5.3.1.1 Running into or in front of the kicker prior to the ball being kicked will result in an encroachment call resulting in a 1 ball penalty awarded in favor of the kicker or the result of the play.

10.5.3.2 No catcher may enter the field from outside of the boundary of the kickers box

10.5.3.3 Catchers may not enter the field in front of the kicker or on the first base side of home plate. In other words, catchers must never run on the right side (1B side) of home plate. This is to prevent collisions with the kicker running to 1B.

10.5.3.4 **KICKERS BOX BOUNDRY (ENCROACHMENT):** Male catchers may not cross the line marking the back of the kickers box prior to the ball being kicked. If the line is crossed prior to a kick, 1 ball will be awarded in favor of the kicker.

10.6 DEFENSIVE OBSTRUCTION

10.6.1 Defensive obstruction occurs when a defender unintentionally or intentionally obstructs a base runner's path to a base. This can occur with or without contact.

10.6.2 If a baserunner is obstructed the player will automatically receive the base they were going to plus the next one.

10.6.3 Obstruction can happen at any base or between any base occurs when:

10.6.3.1 A First basemen blocks the running lane of a runner in front of the orange safety base.

10.6.3.2 A fielder is not making an active play on a kicked ball and is in the base path of the runner.

10.6.3.3 A fielder is not making an active play on a thrown ball and is standing on blocking a clear path to a base. (NOTE: This commonly happens at 2nd base when a base runner is attempting to run from 1st to 3rd)

10.7 OFFENSIVE INTERFERENCE

10.7.1 When a coach, player, baserunner, or spectator from the offensive team attempts to, or successfully impede a defensive player from making a play on a ball or baserunner, an interference call will be made. Offensive interference can be physical, verbal, or in some cases choosing not to move (screening). Interference can be intentional or unintentional.

10.7.2 Baserunners verbally interfering with fielder making a catch will be called out immediately.

10.7.3 A baserunner who intentionally strikes or kicks a ball from a defender's hands will be called out and the play called dead immediately.

10.7.4 Interference will result in a dead ball call and baserunners being returned to their original base.

10.8 CHEESE BALL (INFIELD FLY) – There is no formal infield fly in kickball, so if one is kicked no immediate call is made by the officials as in baseball or softball. If a routine infield fly ball is kicked in kickball with runners on first and or 1st, 1st & 2nd, or 1st, 2nd & 3rd base, the CHEESE BALL rule states this: No defense may turn a routine double play on a kickball infield fly. If a team turns a standard or routine double play on an infield fly, "CHEESE BALL" will be called at the end of the play, one out will be recorded (not two) and one runner allowed to remain on base. The intent of this rule is to prevent defenses from dropping a ball on purpose or even on accident and gaining an unfair advantage over the offensive team. PS: Routine double plays are not as common in kickball as its more difficult to throw the ball and many runners can outrun the ball. Additionally, this almost never comes up in a game, (unless players drop the ball on purpose to gain a double play advantage) but if/when it does, we have the CHEESE BALL RULE. In short, don't drop the ball on purpose in kickball to try to turn a sneaky double play.

10.9 END OF PLAY

10.9.1 A play will end when the pitcher is in possession of the ball inside the pitcher's circle. Any runners in motion at this time will be allowed only to advance to the base they are attempting. If a runner's motion is stopped, paused, or moving opposite a future base, they must return to the previous base.

10.9.2 A play may also end if and immediately when an umpire calls TIME for any reason.

10.10 DEADBALLS AND OVERTHROWS

10.10.1 **DEADBALL:** Ball is considered dead when it strikes an object not part of the normal field and outside of the field of play. Examples: Chairs, bags, players, spectators.

10.10.2 **OVERTHROW:** When a ball is thrown outside of the field of play and rolls far out of reach the defense, the play will be called dead. This does not include balls that the defense kicks or a ball that was thrown at and/or pegged a runner. Only thrown balls to bases can result in an overthrow.

10.10.3 **ADVANCING ON OVERTHROW:** The offense may advance 1 extra base on an overthrow. Essentially the base they were running to or have achieved + 1.

10.11 **HEADSHOT:** A thrown ball that strikes an upright runner above the shoulders (neck, face, head) automatically results in all runners advancing to the base toward which they were in progress, and a warning will be issued to the offending fielder. A fielder committing two such violations in the same game will be suspended from the game or potentially ejected if the acts are determined to be intentional.

10.12 Any runner who ducks, slides, bends, or attempts to dodge a thrown ball and is struck above the shoulders is not protected by the HEADSHOT rule and shall be called out.

11 DIVISIONS

11.1 **PREMIER (Division I):** This is our organization's experienced team's division. It is generally comprised of teams that have played multiple seasons in our league or have won championships in other league divisions or tournaments.

11.2 **CLASSIC (Division II):** This is our flagship division of kickball. Generally, all new teams begin in this division and either remain over time or move up to the Premier League (D1)

11.3 **WOMENS KICKBALL DIVISION:** In future seasons, B-Town Kickball will launch an all-women's kickball league. Until such time, teams made up of 100% women will be allowed to participate in the CLASSIC DIVISION and upon request the PREMIER DIVISION with Admin approval.

11.4 **DIVISIONS & RELAGATION:** B-Town Kickball reserves the right to relegate teams up or down and adjust division structures entirely when needed as they see fit season to season. Teams participating in the classic championship will always come under review for relegation upwards and teams ranked last in the Premier league will be reviewed for downward relegation. Teams are generally more likely to move up rather than down.

12 SOCIAL CIRCUIT

12.1 THE SOCIAL CIRCUIT crowns a Social Champion in each of the 3 kickball seasons. Teams are awarded points based on post-game Sponsor Bar attendance, challenges, and event attendance/performance throughout the seasons. See below for point earning activities.

12.1.1 Sponsor Bar Attendance (3 Game Nights per season)

12.1.2 Game Night Challenges

12.1.3 League Wide Picture

12.1.4 Miscellaneous Events or Challenges

12.1.5 Community Service Opportunities

12.1.6 Ice Bowl aka Kick-Brunch (Spring Season Only)

12.1.7 Kickball Trivia (Summer Season Only)

12.1.8 Halloween Game (Fall Season Only)

13 Addendum 1: ROVER-BALL aka CARDIO-KICKBALL (5 v 5 Kickball)

14 Addendum 2: Women's Kickball

© ALL RIGHTS RESERVED by B-TOWN SPORTS & B-TOWN KICKBALL

