

B-TOWN KICKBALL LEAGUE RULES

Updated 08.01.2025

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 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 the 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 labeled containers of alcohol will be asked to dispose of 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 event. 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 DIVISIONS

- 2.1 **CLASSIC (B) (Division III):** This is our flagship division of kickball. Classic is the laid back, primarily social, recreational brand of kickball most people have come to know and love. Generally, all new teams begin in this division and either remain, or move up divisions as they improve or become more competitive. This league is a civil pitch league meaning pitches are not aggressive.
- 2.2 **FOUNDERS (A-AA) (Division II):** This is a division for our intermediate teams. Usually comprised of both experienced teams and newer teams that have performed well in prior seasons. This league uses straight pitching only. No curve balls for pitchers.
- 2.3 **PREMIER (AAA) (Division I):** This is our organization's experienced and competitive 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. The pace of play is fast, and the athletes are serious. If you are looking for top competition, this is it! There are no pitching restrictions other than those that determine strikes and balls.
- 2.4 **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 and founders championships 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.
- 2.5 **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 a COED Division of their choosing or based on prior performance.

3 DEFINITIONS

- 3.1 **AMBASSADORS:** Existing league members appointed by the league to play for, support, and welcome in our free agent teams.
- 3.2 **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
- 3.3 **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.
- 3.4 **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 CHEESE BALL in the rules section. In short, don't drop an infield fly ball on purpose in an attempt to gain advantage and turn a double play.
- 3.5 **CIVIL PITCH (Classic Division):** A non-bouncy, slow rolling, non-curving pitch that passes through the kickers box between the right corner of the plate (3B Side) and the intersection of the kickers semi-circle and the 1B line (1Bside).
- 3.6 **DEFENSIVE TRIANGLE:** The triangular area created by the 1st base, 3rd base, and diagonal encroachment lines.
- 3.7 **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.
- 3.8 **ENCROACHMENT:** A defensive violation in which a player from the defensive team crosses a defined boundary prior to the ball being kicked.
- 3.9 **FIELD COMMISSIONER:** The primary governing individual(s) designated by the league, present at league sanctioned events.

- 3.10 **FORCE OUT:** A FORCE OUT occurs when the fielder touches the base (with the ball in hand) before the forced runner (a runner compelled to advance) gets there. Force outs are unique because they can only be achieved at the base.
- 3.11 **FOUL LINES:** Lines which extend from home plate through both 1st & 3rd bases and extend into the outfield.
- 3.12 **FOUL TERRITORY:** All area outside of the field of play as marked by the foul lines.
- 3.13 **FREE AGENT TEAM:** A free agent team is a league organized team that consists of a majority of unrelated members.
- 3.14 **GRANNY PITCH:** A non-bouncy, slow rolling, non-curving, two handed, between the legs (granny pitch) to the kicker that passes through the kickers box between the right corner of the plate (3B Side) and the intersection of the kickers semi-circle and the 1B line (1Bside). This pitch counts as an automatic strike. It is typically used when the pitcher is down in the count.
- 3.15 **HEADSHOT:** A thrown ball that hits an upright runner above the shoulders (neck, face, head).
- 3.16 **KICKERS BOX:** A marked area (paint or cones) where kickers may legally strike a ball.
- 3.17 **PEER REFEREE/UMPIRE:** A league member assigned to officiate a league scheduled kickball game.
- 3.18 **PITCHERS CIRCLE:** A designated area or boundary around the pitcher's mound. A play is considered over when it enters this circle following a play.
- 3.19 **SAFETY BAG:** A additional 1st base bag (usually orange) set in foul territory parallel to the standard 1st base bag.
- 3.20 **STRAIGHT PITCH (Founders Division):** A legal pitch is delivered underhand in a 12-to-6 motion with the palm under the ball. The ball must travel in a straight path with only vertical, end-over-end spin (no curve or lateral movement). A bounce is allowed if it does not exceed 10 inches in height. Pitch speed may vary.
- 3.21 **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.
- 3.22 **STRIKEOUT:** A strikeout occurs when a player accumulates 3 strikes during an at-kick.
- 3.23 **WALK:** When a player accumulates 3 balls during an at-kick and is awarded 1B.

4 TEAM ROSTERS

4.1 B-TOWN KICKBALL TEAMS & ROSTERS

- 4.1.1 **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.
- 4.1.2 **TEAM SHIRTS/JERSEYS:** One free team kickball shirt per year shall be provided for all registered league members. Team captains will choose a team color for their initial team order each year.
- 4.1.2.1 **OFFICIAL SHIRTS REQUIRED:** Official League Sponsored shirts are required to be worn by all league members participating in all league sanctioned games. Failure to wear proper league apparel may result in forfeit or non-participation.
- 4.1.2.2 **TEAM COLOR CHANGES:** Teams will keep the same team color for the remainder of the calendar year and may change their color each year between Fall & Spring, but not between spring/summer or summer/fall seasons.
- 4.1.2.3 **LEAGUE APPROVED CUSTOM JERSEYS (optional):** If a team wishes to wear something other than our sponsored free shirts, they may contact the league via email at BTkickball@gmail.com to place a custom order. All jersey art must be approved by B-Town Kickball & include the league logo prominently on the sleeve, front chest, or upper back portion of the jersey.
- 4.1.3 **TEAM ROSTER MINIMUM:** 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
- 4.1.4 **NON-BINARY PLAYERS**
- 4.1.4.1 **TEAM:** Players identifying as non-binary are included in the total team number for minimum player requirements (13).
- 4.1.4.2 **DEFENSE:** Players identifying non-binary count towards the maximum number of players (10) in the defensive field. For COED gender ratio accounting (6/4), this player will neither count towards the male or female total specifically but will default to count towards the majority gender represented in the field as chosen by the team or captain. For example, if the defensive field has 5 male players and 4 female players, a non-binary player(s) would count as (5 +1) / 4 for gender co-ed ratio purposes. Conversely, if the defensive field has 5 female players and 4 male players, a non-binary player would count as (5+1) / 4 for gender co-ed purposes. All rules and restrictions for the majority gender apply.
- 4.1.4.3 **OFFENSE:** Players identifying as non-binary will refer to the offensive rules and restrictions governing players on the team from the majority gender. For example, if a team on game day is composed of 8 male and 5 female players, the majority gender is male. Conversely, if a team on game day is composed of 8 female and 5 male players, the majority gender is female.

- 4.1.5 **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.
- 4.1.5.1 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.
 - 4.1.5.2 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.
 - 4.1.5.3 **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.
- 4.1.6 **5/2 EXCEPTION:** If a team has only 2 of either gender present for a regular season game (playoffs excluded) they may invoke the 5/2 exception. If invoking the 5/2 exception the team must:
- 4.1.6.1 Take 2 automatic outs in the last 2 spots in the lineup each time around.
 - 4.1.6.2 is limited to a maximum of 7 players in the field (5/2) regardless of how many majority gender players it has.
 - 4.1.6.3 **can only use this exception twice in a season.**
 - 4.1.6.4 May not use this exception in the playoffs.
- 4.1.7 **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.
- 4.1.7.1 **AMBASSADORS** to the Free Agent Team are permitted to play on their primary teams and on FREE AGENT teams as an exception.
 - 4.1.7.1.1 See FREE AGENT TEAMS.
 - 4.1.7.2 **DUAL DIVISION PLAYER:** An exception which would require league approval, and will be limited due to the clear issue of scheduling conflicts.
 - 4.1.7.2.1 All “would be” dual division players will be reviewed on a case-by-case basis.
 - 4.1.7.2.2 Generally, this would be an existing player for a long-standing team that wishes to start, create and specifically captain a brand-new team. I.e. a work team, or a fun/social type team.
 - 4.1.7.2.3 If this creates issues, the exception will be removed. The intent is to ease the barrier for new kickballers to join our community by allowing a veteran player to captain, coach and welcome them to the league.
- 4.1.8 **UNREGISTERED PLAYERS:** Unregistered players are never permitted to play in league games or playoffs. All players participating must first register at www.BTownKickball.com/Leagues

- 4.1.8.1 **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.
- 4.1.8.2 **ID's REQUIRED:** All players must have with them a t least 1 form of identification. Commissioners, umpires, or captains may request a roster check for any player at any time.

4.2 FREE AGENTS

4.2.1 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.

4.2.2 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)*

4.3 FREE AGENT TEAMS

- 4.3.1 A completely new Free Agent Team may be formed when there are many free agents registered for a season.
- 4.3.2 **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.
- 4.3.3 All Free Agent roster exceptions will be posted and communicated to team captions prior to the start of the season.
- 4.3.4 **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.
- 4.3.5 **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, Catcher & Charger. The “Charger is the defined sometimes as the SS or the 3B, but ultimately is the player who plays tight to the encroachment line and “charges” into field bunts and short ground balls.
- 4.3.6 Ambassadors must always play with their primary team when there is a conflict unless doing so would result in a forfeit. If this is the case they may choose.

5 FIELD AND EQUIPMENT

5.1 PLAYING FIELD

- 5.1.1 **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 plates 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 Kicker's box.
- 5.1.2 **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.
- 5.1.3 **1B SAFETY ZONE:** 45 feet from home plate and 15 feet before 1B there is a line that marks the safety zone between that mark and 1B.
- 5.1.3.1 Once a runner crosses this line the 1B must remain in fair territory and the runner must remain in foul territory to prevent collisions.
- 5.1.3.2 **SAFE OR OUT:** If the runner violates this restriction, it is an automatic out. If the fielder violates this restriction, it is an automatic safe call.
- 5.1.4 **FIELD TYPE:** B-Town Kickball league games and tournaments may be played on grass fields, dirt fields, or turf fields.

- 5.2 **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

5.3 EQUIPMENT

- 5.3.1 **Shirts/Jerseys:** Free Shirts are provided by the league for all players.
- 5.3.2 **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.
- 5.3.3 **Scoreboard:** Each field will have a scoreboard
- 5.3.4 **Cards:** Umpires/Referees will be equipped with Red/Yellow discipline cards
- 5.3.5 **Count Clicker:** Umpires/Referees will be equipped with a Ball/Strike/Out Clicker
- 5.3.6 **Blue/Orange Cones:** Cones will mark certain areas on the field.
- 5.3.7 **Blue Kickball:** Free Kickballs will be supplied to each team captain by the league. We use branded Baden KB-10 Kickballs. Home teams are responsible for bringing the game ball on gameday.

6 KICKING & DEFENSIVE LINEUPS

- 6.1 **KICKING LINEUP (minimum):** The minimum legal kicking lineup is 8 slots with a gender ratio of 4/4. If 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.
- 6.2 **KICKING LINEUP (maximum):** 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 lineup against their wishes. All registered players have the right to play.**
- 6.3 **EXCHANGING LINEUPS:** Team Captains may always request a copy of the opposing team's line-up before the game begins. Once a game begins, each kicker must kick in the order they appear on the lineup card.
- 6.4 **KICKING OUT OF ORDER:** This occurs when the kicking order in the game does not match the kicking order on the exchanged lineup card.
- 6.4.1 **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.
- 6.4.2 **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.
- 6.4.3 **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.

- 6.5 **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.
- 6.6 **DEFENSIVE LINEUP:** A team must have at least 7 players 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. (Exception, see 5/2 Exception & Non-Binary Players)
- 6.6.1 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 back half of the **pitcher's circle**.
- 6.6.2 No defensive player may begin a play or enter the **defensive triangle** prior to the ball being kicked.

7 SUBSTITUTIONS AND INJURIES

- 7.1 **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.*
- 7.1.1 **EXCESSIVE SUBSTITUTIONS:** A team making excessive substitutions in an inning may be called for delay of game at the umpire's discretion with or without a warning. The penalty for this delay is 1 ball assessed on the pitch count of the current kicker.
- 7.1.1.1 A second infraction due to excessive substitution delays will result in an automatic walk of the kicker. (The kicking team may opt to reset the count however)
- 7.1.2 **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.
- 7.2 **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 ONLY be substituted out of the lineup if an injury occurs.
- 7.3 **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.

- 7.3.1 **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.
- 7.3.1.1 **PINCH RUNNER:** Any injured player may receive one pinch runner per game. If a player requires a pinch runner a second time they must be removed from the line up.

8 GAME MANAGEMENT

- 8.1 **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.
- 8.2 **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.
- 8.2.1 **REFEREE RESPONSIBILITIES:** 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.
- 8.3 **FORFIETS:** A no-show – no-notice forfeit will result in a recorded loss of 10-0. A no-show forfeit with prior notice = 7-0. A forfeit in which a team still appears to play a scrimmage is recorded as a loss of only 4-0.
- 8.4 **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.
- 8.5 **DICIPLINE (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.
- 8.5.1 **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.

- 8.5.2 **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.
- 8.5.3 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.
- 8.5.4 Retroactive cards may be given after an incident has occurred, if the league decides upon further investigation a player should have received a card.
- 8.5.5 Player infractions will be recorded and tracked for a calendar year.

- 8.5.5.1 3 yellow cards in 1 season = Current season ban (No Refund)

- 8.5.5.2 5 yellow cards in 1 year = Ban for remaining seasons in current year (No Refund)

- 8.5.5.3 2 Red cards in 1 season = Current season ban (No Refund)

- 8.5.5.4 3 Red cards in 1 year = Ban for the remaining seasons in current year (No Refund)

- 8.5.5.5 Any player banned from a season or year must go through the reinstatement process. B-Town Kickball reserves the right to deny reinstatement.

- 8.6 **MISSED REF 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 (If applicable) 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.

8.7 DELAYED START PENALTY

- 8.7.1 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).
- 8.7.2 If 24 minutes have passed the game will end in forfeit.
- 8.7.3 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.

8.8 SCORING LIMITS (REGULAR SEASON)

- 8.8.1 **7 RUN REGULAR SEASON MAX INNING SCORE:** If a team scores 7 runs in one inning the inning shall advance regardless of the total outs recorded. This does not apply in the playoffs.

- 8.8.2 **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.

8.9 REGULATION GAME

- 8.9.1 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.
- 8.9.2 Each half inning will be comprised of 3 outs. A full inning is 6 outs.
- 8.9.3 Home or Away will be pre-determined on the league schedule, decided by tournament seeding or in ambiguous circumstances decided by Rock, Paper, Scissors.
- 8.9.4 Final scores will be reported/recorded at the end of regulation by the Umpire/Referee.

9 OVERTIME

- 9.1 Regular season games do not require overtime. They may end in a tie at the end of regulation play.
- 9.2 Playoffs and elimination games that remain tied after regulation must go to extra innings and potentially a shootout.

9.3 EXTRA INNINGS

- 9.3.1 If a game remains tied at the end of regulation (6 innings) extra innings will be played.
- 9.3.2 **Extra innings will begin in the 7th inning** 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.
- 9.3.3 If the game remains tied after 3 extra innings, the game will move to a shootout.

9.4 KICKBALL SHOOTOUT

- 9.4.1 Defensive rosters must be reduced to 7 players with a 4/3 gender ratio.
- 9.4.2 Offensively each team will select 3 kickers (2/1 gender ratio)
- 9.4.3 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.
- 9.4.4 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.

- 9.4.5 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.
- 9.4.6 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.
- 9.4.7 Kickers will receive 1 point for each base they achieve without getting out and no points for strikes, fouls or outs.
- 9.4.7.1 Walk = .5 Pt, Encroachment = .5pt, 1B = 1 Pt, 2B = 2 Pts, 3B = 3Pts, Home Run = 4 Pts.
- 9.4.8 If an offensive player is recorded out attempting any base, they will receive no points regardless of which base they were headed to. The offensive player must achieve their final base safely to record any points.
- 9.4.9 The team with the most points at the end of the shootout shall be declared the winner.

10 PLAYOFFS

- 10.1 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).
- 10.2 Playoff formats and seedings may vary from season to season based on the total number of teams and sometimes the skill levels of teams.
- 10.3 **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
- 10.4 **TOILET BOWL:** The toilet bowl (if played) 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.

11 GAMEPLAY

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

11.1 KICKING

- 11.1.1 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**).
- 11.1.2 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)
- 11.1.3 If a player makes second contact with the ball following the kicking motion in fair territory the player will be ruled out.
- 11.1.4 **FAIR BALL:** A kicked ball is considered fair if kicked in compliance with 10.1.1, and:
- 11.1.4.1 It lands on or goes in front of home plate into the field, and
 - 11.1.4.2 Is touched by a defender while on or between the vertical plane created by the **foul lines**, or
 - 11.1.4.3 the ball comes to a rest untouched in the infield on or between the foul lines, or
 - 11.1.4.4 the ball rolls to, bounces to or lands in the outfield on or in between the foul lines.
- 11.1.5 **FOUL BALL:** A kicked ball is considered a foul if:
- 11.1.5.1 contact is made from outside the kickers box or in front of the plate. The lines are part of the kickers box. (Kicking out of the box)
 - 11.1.5.2 contact with the ball occurs above the waist or with the arms/hands. (Kicking above the waist)
 - 11.1.5.3 The kicker strikes the ball a second time while in the kickers box resulting in a double kick. Double Kick)
 - 11.1.5.3.1 Called foul balls originating from outside the box, in front of the plate, or are a result of a double kick are immediate DEADBALLS. It is a dead ball; it's counted as a strike and may not be fielded by the defense for an out.
 - 11.1.5.4 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.

11.1.5.4.1 **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)

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

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

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

11.1.6 MALE KICKING BOUNDARY (FAIR/FOUL)

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

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

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

11.1.7 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.

11.1.8 KICKERS OPTION (Walk or Reset)

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

11.1.8.2 A kicker walked again during the same appearance has the option to refuse the additional walk and reset again, and again if preferred. Each additional reset awards the kicker the next base. I.e. 1 walk = 1B, 2 walks = 2B, 3 walks = 3B.

11.1.9 POPPED/DAMAGED BALL

11.1.9.1 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.

11.2 SCORING

- 11.2.1 A run is scored when a team successfully and safely moves a runner to home plate in an inning with less than 3 outs.
- 11.2.2 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.
- 11.2.3 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)

11.3 FORCE OUTS

- 11.3.1 A defense can record a **FORCE OUT** when the runner is compelled to run due to someone behind them needing their base.
- 11.3.2 To record a **FORCE OUT**, the fielder MUST touch the base (with the ball in hand) before the forced runner gets there. Force outs are unique because they don't require tagging the runner — only the base.
- 11.3.3 Tagging or pegging the runner, even if that runner is forced to advance, makes it a tag out — not a force out. If you tag the runner instead of the base, even if they are technically forced to advance, it's officially scored as a tag out, not a force out.

11.4 SCORING ON THE 3rd OUT (clarification)

- 11.4.1 **SCORING ON THE 3RD OUT** - The distinction between a force out and a tag out becomes important when determining whether a run scores before the third out.
- 11.4.2 On a **FORCE OUT** (see FORCE OUTS), or on a kicked ball that is caught in the air, it is not possible to score on the third out regardless of when the runner steps on home plate.
- 11.4.3 On a non-force third out, (ie. a tag or peg) a run may count if it crosses home before the out is made.

11.5 PITCHING (Strikes, Balls, Fouls, Walks)

- 11.5.1 **PITCH DELIVERY:** Pitchers are required to deliver a single-handed pitch 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.)
- 11.5.2 **ILLEGAL PITCH:** Pitchers may not deliver a ball with two hands, from a vertical arm position or motion, or from a release point that goes over the crown of their head. Doing so will result in a 1 ball penalty in favor of the kicker.

- 11.5.3 **STRAIGHT PITCHING (Founders Division):** A legal Straight Pitch must be delivered exclusively underhand, with the pitcher's palm clearly underneath the ball at release in a true 12-to-6 motion. Sidearm and overhand deliveries are not permitted.
- 11.5.3.1 The pitch must travel in a straight path and may not include any curve or left-to-right movement. Spin must be vertical, end-over-end only. Horizontal spin, sideways rotation, and spiral spin are not allowed.
- 11.5.3.2 A straight pitch may bounce, provided the ball does not rise more than 10 inches off the ground after the bounce. Pitches may be thrown at any speed. A slight natural angle of approach is permitted depending on whether the pitcher begins on the left or right side of the mound, but the pitch must still maintain a straight trajectory toward the plate.
- 11.5.3.3 If a pitch meets the criteria outlined here and crosses the plate it shall be called a strike. If it does not meet the straight pitch criteria or doesn't cross the plate it shall be called a ball.
- 11.5.4 **CIVIL PITCHING (Classic Division):** A non-bouncy, slow rolling, non-curving, pitch in which the pitcher gains no advantage over the kicker. This pitch must pass through the kickers semi-circle between the right edge of the plate (3B side) and the intersection of the kickers Semi-Circle and the 1B line on the 1B side of the plate.
- 11.5.4.1 If a pitch meets the criteria of a Civil Pitch and passes through the designated zone, the pitch will count towards the kicker total
- 11.5.4.2 **KICKING VS CIVIL PITCHING:** A kicker in the classic division will get 4 total pitches or 3 strikes/fouls (attempts) during an at-kick. This means, if the kicker doesn't like a particular pitch, they can ignore only one and it doesn't count as an attempt. You get 1 pass. After that, all civil pitches count towards your strike count.
- 11.5.4.3 **YOU'RE OUT:** If a kicker sees 4 civil pitches, they are out. Three attempts will also result in an out.
- 11.5.4.4 **BALLS & STRIKES (CIVIL PITCHING):** Traditional balls and strikes are not called in our Classic Division. Pitches are either Civil or Un-Civil.
- 11.5.4.5 **THE CIVIL PITCHERS' OBLIGATION:** Classic division pitches are obligated to throw only civil pitches. If a pitcher is consistently gaining an advantage by throwing too fast or too bouncy or missing the zone too often, regardless of intent, the umpire has the right to remove that pitcher immediately and request another from the pitching team. No questions asked.
- 11.5.5 **PITCHING SUBSTITUTION:** A pitching substitution may be made only once per inning (See 7.3)

- 11.5.6 **STRIKEOUT:** An out will be recorded if the kicker accumulates 3 strikes or **attempts** during a plate appearance. Foul balls count as strikes. (See 10.1.5)
- 11.5.7 **WALK:** A walk will be awarded to the kicker if the pitcher accumulates 3 balls during a plate appearance.
- 11.5.8 **GRANNY PITCH OPTION:** (aka the Granny Pitch)
- 11.5.8.1 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 this criteria and **passes the plane of the plate between the right edge and the kickers semi-circle on the 1B side**, it shall be considered a legal civil pitch and called a strike if not kicked.
- 11.5.9 **PITCH COUNT:** 3 Balls & 3 Strikes.
- 11.5.10 **STRIKES & BALLS:** A pitch is a strike if the ball:
- 11.5.10.1 rolls continuously on the ground or bounces at least twice before reaching the front of the plate, and
- 11.5.10.2 is no more than 1ft (from the bottom of the ball) off the ground at any point when passing through the kickers box, and
- 11.5.10.3 at any point passes through the plane of the plate (side or back) or painted area around the plate, or
- 11.5.10.4 the kicker attempts to kick the ball and misses, or
- 11.5.10.5 the kicker kicks a foul ball (See 10.1.5)
- 11.5.10.6 A pitch is considered a BALL if it does not meet the criteria for a STRIKE.

11.6 BASERUNNING

- 11.6.1 **SAFETY BAG:** 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.
- 11.6.1.1 **1B - BASERUNNER INTERFERENCE:** A baserunner enroute to first base when an active play is being made by the defense must be completely in foul territory 15ft before reaching first base. If the baserunner is in fair territory within the 15ft range, it will be considered interference, and the runner will be called out.

11.6.1.2 **1B - OBSTRUCTION:** If the first baseman obstructs the orange safety bag, causes a collision or even crosses the plane of the 1B foul line after the runner has passed the 15ft line, the runner will be ruled safe automatically.

11.6.1.3 A baserunner is allowed to slide into or run completely through the orange safety base at first base.

11.6.1.4 A baserunner is never allowed to slide into or run through the inside white base at first base.

11.6.1.5 **ATTEMPTING AFTER ORANGE:** A baserunner who attempts to advance to second base after running through orange safety base will be considered live and can be tagged out by the defense.

11.6.1.5.1 An attempt is defined as a hard turn toward second base which often includes a full crossover step.

11.6.1.5.2 A flinch, twitch or a slow turn even if inside to walk back to the 1B is not considered an attempt.

11.6.2 15 FOOT LINE: A line painted or inferred on the 1B line 15 feet before first base. Note: This line is only relevant if an active play is being made at 1B to throw them out.

11.6.3 THE FIELDER'S OBLIGATION: The first baseman or any defensive player covering 1B must remain in fair territory along the right field foul line once the runner reaches the 15-foot line. If the defensive player crosses into foul territory after the runner reaches this line, even if contact is not made, interference will be called and the runner shall be ruled SAFE automatically.

11.6.4 THE RUNNER'S OBLIGATION: Runners attempting to achieve 1B after a bunt or a kick must remain in foul territory starting 15 feet before 1B. If this rule is not respected when running to 1B while a play is being made at 1B, even if there is no contact, interference will be called and the runner ruled automatically OUT.

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

11.6.6 **A BASERUNNER IS OUT IF:**

11.6.6.1 Not on the base when the ball is kicked.

11.6.6.2 Attempts to steal a base.

11.6.6.3 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.

11.6.6.4 Passes another baserunner,

- 11.6.6.5 a defender is in possession of the ball while touching the base the baserunner is forced to.
- 11.6.6.6 Moving more than 4 feet outside of the base path to avoid a tag
- 11.6.6.7 If a baserunner is touched by a base coach or aided in any way with physical contact during a live play.
- 11.6.6.8 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, pegs, tags, etc.
 - 11.6.6.8.1 Exception #1: Head Shots
 - 11.6.6.8.2 Clarification: 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.
- 11.6.7 **FIELDER INTERFERENCE:** The baserunner has the right of way when running the bases and the defense must not obstruct the runner in this path.
 - 11.6.7.1 **Fielders Exception:** When the defender is making a play on a kicked ball, it is the fielder who has a right to the space to field the ball, even if this is in the basepath. The runner must avoid the fielder and not interfere in any way with this play. If the runner does interfere physically or yells “I got it” for example, the runner will be called out.
 - 11.6.7.2 Baserunners are encouraged to avoid contact when possible.
 - 11.6.7.3 Deliberate or malicious contact by a baserunner to a defender even if they have the right of way, may result in an out or ejection. (UMPIRE JUDGEMENT)
- 11.6.8 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.
- 11.6.9 **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 touched or caught and then re-advancing.
 - 11.6.9.1 **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.

11.6.9.2 **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.

11.6.9.2.1 **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.

11.6.9.2.1.1 Umpires are not required to announce or call whether a player left early or missed a base. They must wait for an appeal to make the call.

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

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

11.7 FIELDING

11.7.1 SAFETY BAG

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

11.7.1.2 A defensive player must not obstruct the orange safety base.

11.7.2 ENCROACHMENT

11.7.2.1 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.

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

11.7.3 PLAYING CATCHER

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

11.7.3.1.1 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.

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

- 11.7.3.3 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.
- 11.7.3.4 **MALE KICKERS BOX BOUNDARY (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.

11.8 DEFENSIVE OBSTRUCTION

- 11.8.1 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.
- 11.8.2 If a baserunner is obstructed the player will automatically receive the base they were going to plus the next one.
- 11.8.3 Obstruction can happen at any base or between any base but usually occurs when:
 - 11.8.3.1 A first basemen blocks the running lane of a runner in front of the orange safety base (15ft). **(FIRST BASE)**
 - 11.8.3.2 A fielder is not making an active play on a kicked ball obstructs the path of the baserunner. **(BETWEEN BASES)**
 - 11.8.3.3 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). In this case the 2b or ss should not be standing on second base. **(SECOND BASE)**

- 11.9 **OFFENSIVE INTERFERENCE:** When a coach, player, baserunner, or spectator from the offensive team attempts to, successfully or unsuccessfully impede a defensive player from making a play on a kicked ball or physically touches a baserunner. Offensive interference can be physical, verbal, or in some cases choosing not to move (screening). Interference can be intentional or unintentional.

- 11.9.1 **VERBAL INTERFERENCE:** Baserunners verbally interfering with fielder making a catch will be called out immediately. (i.e.. yelling, "I got it", "Boo" etc.)
- 11.9.2 **INTENTIONAL BALL CONTACT:** A baserunner who intentionally strikes or kicks a ball from a defender's hands will be called out and the play called dead immediately.
- 11.9.3 **TOUCHING A BASERUNNER:** Coaches or players may not touch a baserunner during a live play. Doing so results in an automatic out.
 - 11.9.3.1 Interference will result in a dead ball call and baserunners being returned to their original base.

11.10 **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:

11.10.1 **ROUTINE DOUBLE PLAY:** No defense may make 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 (of the offenses choosing) will be allowed to remain on base.

11.10.2 **NON-ROUTINE DOUBLE PLAY:** In the wild and rare event there is an infield fly and a team makes an unconventional double play, (ie. aggressive base running from 1st to 3rd, the runner did not tag up, etc.) this play shall stand.

11.10.3 **RULE INTENT:** To prevent defenses from dropping a ball on purpose or even on accident and gaining an unfair advantage over the offensive team.

11.10.4 **NOTE:** Routine double plays are not as common in kickball as it’s 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). 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.

11.11 END OF PLAY

11.11.1 A play will end when a defensive player 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.

11.11.2 A play may also end if and immediately when an umpire calls TIME for any reason or on overthrows, head shots, and dead balls.

11.12 DEADBALLS AND OVERTHROWS

11.12.1 **NOT A DEADBALL:** For added clarification these cases would not be considered a dead ball:

11.12.1.1 Umpires are part of the field of play. This means a ball that strikes or hits an umpire is not a dead ball. It should be played by the defense normally.

11.12.1.2 A popped or deflated ball that occurs on a kick. This is not a dead ball and should be played normally until the play comes to an end in the pitchers circle or is called dead by the umpire.

11.12.2 **DEADBALL:** A play is considered dead or over when it:

11.12.2.1 Strikes an object not part of the normal field and outside of the field of play.
Examples: Chairs, bags, players, spectators.

11.12.2.2 A HEADSHOT is called by the umpire.

11.12.2.3 An OVERTHROW is called by the umpire.

11.12.3 OVERTHROW: When a thrown, kicked, or passed ball intended for first base, third base or home plate goes outside of the field of play (umpires' judgement) and rolls out of reach of the defense or strikes an object (chair, cooler, tent, etc.) or player in foul territory the play will be called an OVERTHROW.

11.12.3.1 Balls that the defense kicks, passes, or throws successfully or unsuccessfully to with intent to peg a runner will not be considered an overthrow but could be called a dead ball if they strike an object (see 10.12.1)

11.12.3.2 Only thrown, kicked or passed balls to 1st & 3rd bases or home plate can result in an overthrow call.

11.12.3.3 An overthrow cannot occur at 2nd base.

11.12.4 ADVANCING ON AN OVERTHROW: The offense may advance one base on an overthrow.

11.13 HEADSHOTS: A thrown ball that strikes an upright and/or unaware runner above the shoulders (neck, face, head).

11.13.1 A called headshot by the umpire results in an immediate DEADBALL call, which ends the play call. After the call, the runner will be automatically called safe at the base they were attempting.

11.13.2 Any other baserunners advancing at the time of the HEADSHOT/DEADBALL will be required to stop at the base they were on the way to. If a baserunner or baserunners were not attempting to advance a base then they shall remain in place on the base they were occupying, nearest to, or retreating to.

11.13.3 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.

11.13.4 **NOT A HEADSHOT:** Any runner who ducks, slides, bends, jumps, or attempts to dodge a thrown ball and is then struck above the shoulders in the neck or head is not protected by the HEADSHOT rule and shall be called out.

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

13 Addendum 2: Women's Kickball

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