

## MSCR ADULT ALL GENDER KICKBALL – LOCAL RULES AND PROCEDURES

### **1. Field/Equipment:**

- **Field:**
  - All games shall be played on softball sized diamonds. Fields with or without outfield fences are acceptable.
  - Bases will be 65 feet apart.
- **Equipment:**
  - All games shall be played with an 8.5 inch kickball provided by MSCR.
  - Players must wear appropriate footwear. Playing barefoot or wearing of open toed sandals/flip flops is not allowed.
  - **Metal spikes are not allowed.** Players may wear any other types of cleats (i.e. softball, soccer).

### **2. Teams/Participants:**

- **Rosters:**
  - Rosters may hold an unlimited number of people, the minimum number of players per team is 12.
  - A maximum of 10 players can be on the field for the fielding team.
  - Each team must have a minimum of 4 female identifying players on the field and in the batting order in each game. In no circumstance can a male identifying player take the place of a female identifying player.
  - A catcher is not necessary for teams with less than 9 players.
  - Teams must have the required minimum of 8 players to start the game.
- **Kicking Order/Substitutes:**
  - All players in the field must kick in the kicking order, unless injured during the course of the game.
  - There is no male/female kicking order rule. Players can kick in any order, but must retain the order throughout the entire game.
  - All players may be listed in the kicking order; therefore, there is no maximum to the amount of players that can be listed in the kicking order.
    - However, if the listed player is not present when it is their turn to kick, they will be deemed an out for every time they are not present "at bat".
  - Players arriving late may be added to the end of the kicking order.
  - Subs may be used at the beginning of each half inning.
  - There is no limit to the amount of times any one person can sub in or out of a single game.
- **Participants:**
  - The MSCR Kickball league is a "rostered" program. All players participating in a game must be a registered member of the team. Players will be "invited" to join the team via an e-mail and must register through the [www.msccsportsleagues.org](http://www.msccsportsleagues.org) website.
  - If it is discovered that a team has used "unregistered players" in a game, the game will be forfeited and the team may be dropped from the program.
  - Players must be at least \*18 years of age and out of high school to participate.  
*\*New as of 2015 – Players age 16+ are welcome with an enrolled and participating adult.*

### **3. Regulation Games:**

- A regulation game shall consist of 7 innings or a time limit of 55 minutes.
- The umpire may call a game due to time if an inning may not reasonably be completed before the 55 minute time limit. As such, an inning cannot begin 50 minutes after the start of the game unless it is for *Tie Breaker* situations (see Tie Breaker Rule below).
- A game is considered official once 4 ½ full innings have been completed if the home team is winning.
- **Tie Breaker Rule:**
  - In *Tie Breaker* situations, the visiting team will place a runner (the last out from the previous inning) on second base. If available, a legal substitute may be used. The visiting team has 3 outs with which to score as many

runs as possible. After 3 outs are made, the home team will follow the same procedure. The team that scores the most runs is declared the winner. If the score is still tied at the completion of each additional inning, the procedure will be repeated.

- Rained out / postponed games will be made up at the end of the regular season-prior to the end of season playoffs.
- The "Away" team shall kick first. The "Home" team shall kick second and gets last-at-kicks in an inning.

#### **4. Fielding/Pitching Rules:**

- **Pitching:**

- A legal pitch must be underhand and no higher than knee level of the kicker upon crossing of home plate (see "Ball" description below also).
- Pitches will be thrown in a civil manner, at a reasonable rate, and *not excessively bouncy*. A guideline is pitching as though you are rolling it casually to a teammate. **Fast, sidearm, curveball, and/or overhand pitching is not allowed.** Any pitch deemed by the umpire to be out of the context of a casual pitch will result in a warning to the pitcher and be deemed a ball.
- Pitcher must pitch from or behind the pitcher's mound (running up to the mound is not allowed). When two mounds are present, pitchers must pitch from the mound furthest from home plate.
- **"Encroachment Zone":** Once the ball is pitched, the pitcher may advance no further than six feet in front of the pitcher's mound (or no further than the front pitcher's mound when two are present). This is referred to as the "Encroachment Zone". Cones will be placed outside of the foul lines to indicate the "Encroachment Zone" arc (see field diagram on last page of rules).
- Lateral movement by the pitcher is tolerated, as long as there is no encroachment.
- Whether a pitch is a ball or strike, based on the bounciness, a pitch will be judged based on the height of the last bounce before it comes across home plate.

- **Strikes:**

- A strike consists of a ball that is rolled over any part of home plate or one foot to each side of home plate and is below knee level of the kicker. A good guideline is approximately one ball length to each side of home plate (see field diagram on last page of rules).
- Any ball kicked into foul territory shall be considered a strike.
- Making an attempt to kick the ball and then missing the ball constitutes a strike, regardless if any contact was made to the ball.
- Two strikes of any kind will result in an out.

- **Balls:**

- A ball shall be called on anything that does not pass over home plate and/or one foot or ball width to each side of home plate.
- A pitch must be no higher than knee level of the kicker or the result shall be called a ball.
- Three called balls will constitute a walk and kicker will advance to first base unless when the "Male Walk Rule" is enforced (see below).

- **Fielding:**

- The pitcher can only advance as previously stated in the rule above (see Pitching section above).
- For all kickers, defensive infielders may not encroach past the 1<sup>st</sup> to 2<sup>nd</sup> and 2<sup>nd</sup> to 3<sup>rd</sup> base paths until the ball is kicked (no float).
- Crossing into the "Encroachment Zone" or past the baseline restriction for any kicker results in a "no play" with a called ball to the kicker.
- Teams will be given one warning when crossing the baseline restriction and/or when pitchers/catchers enter the "Encroachment Zone". Continued disregard of this rule will result in the kicker automatically getting put on first base and all other base runners advancing one base, if forced to do so.

- **Outs:**

- The kicking team gets 3 outs per inning. An out results due to the following:
  - Two strikes.
  - A ball caught on the fly.
  - Base runner is forced out at the base.
  - Base runner is hit with the ball below the head while not on base.

- The kicker is hit with the ball after making contact with it while he/she is in fair territory.
- If they are in foul territory when struck by the ball, then a foul ball shall be called. If the foul ball constitutes the second strike, then the kicker is called out.
- **In-Field Flies:**
  - As even the most innocent looking pop-ups are potential hits in kickball, there is NO infield fly rule. Due to some abuses of this in the past, there will be a "no cheese" rule for situations where a fielder is judged to have intentionally allowed the ball to drop to turn a double play. For example, team A has a runner on first. The kicker from team A kicks the ball in the air to the first base person on Team B. The runner on team A stays on first, while the kicker runs to first. The first baseperson intentionally (and these are generally obvious) drops the pop fly, tags the waiting runner, and tags the base. As this is contrary to fair sportsmanship that MSCR promotes, the tactic will be deemed "cheesy" and the runner and kicker will be deemed safe.
- **Force Out Situations:**
  - In force out situations, runs will not count if it is the third out (see next bullet).
  - A force out constitutes a defensive player touching the base where the forced player is running to, either with ball in hand or by throwing to a fellow teammate that is covering the base. *Tagging or throwing at the player does not constitute a force play.*
- **Foul Balls:**
  - A foul ball that is caught is an out, but is a dead play for the offense-Runners may not advance or tag-up.
  - If a ball is touched in fair territory, it is fair, regardless of other factors (i.e. foot placement of the fielder).
  - Fair vs. Foul: It is where the ball was determined to be at, by the umpire, in regards to the plane of the foul line; not where the defensive player's positioning is (i.e. foot placement).
- **Overthrows:**
  - Players receive one base on an overthrow/overkick by a fielder that goes out of play.
  - An overthrow constitutes a ball that is thrown or kicked out of play from within the field boundaries to the intended base or target.
  - If the ball bounces off a runner and stays within the stated boundaries, the play is still live if it is not the third out. Other runners may advance at their own risk.
  - Boundaries are defined as past the fence/fence line on either side of the field.
  - Umpires will define boundaries on given fields at the beginning of each game.
  - Anything thrown or kicked from the outfield is a live ball as long as it stays within the boundaries of the field.
  - If a player is past half way to the next base, they are awarded that base plus another one on the overthrow/overkick. Play is considered dead at this time.
  - A ball thrown past the base that remains in the set boundaries remains a live ball and runners may advance at their own risk.

## **5. Kicking/Running:**

- **Kicking:**
  - The kicker must kick the ball behind home plate, meaning the kicker's planted foot must be behind the front edge of home plate prior to kicking it.
  - **No bunting allowed.**
- **Running:**
  - Runners must stay in a respective base path or they will automatically be called out.
  - Base runners cannot advance until the ball is kicked.
  - Fielders impeding with the runner's path to the base shall result in the runner being awarded the base that they are attempting to run to.
  - Leading off and stealing are not allowed. Leading off/leaving early will result in a do-over. Second offense will result in the runner being called out.
  - Sliding is legal, but please do so with caution, keeping fielders and your safety in mind.
  - Runners can tag-up at their own risk once first contact is made by the defensive player, even if the initial defensive player that touches the ball does not catch the ball.
  - After first contact, on a fly ball that is caught, the runner must tag up before advancing to the next base, unless the ball is caught in foul territory. Balls caught in foul territory are considered dead balls for the offensive

players. Failure to tag up before advancing results in an out if the runner is tagged or the ball is thrown to the previous base prior to them getting back to the base.

- If any runner passes a teammate that is running the bases ahead of them, the passing runner will be called out.
- Balls thrown at the base runner must be below the head. Any head shot incurred while the runner is in an upright running position results in advancement to the base they were running to.
- Any intentional hitting of the ball with the head by a runner will result in an out.
- If the runner slides, jumps or ducks to avoid a ball, this does not count as a head shot and the runner will be safe or out depending on the umpire's call of the play.
- If a ball is kicked by the kicker and hits him/herself or any base runner that is not on a base and is in fair territory, the kicker or said base runner is out.
- If the kicker or base runner is in foul territory when struck by the ball, it is a foul ball and is deemed a strike.
- Intentionally kicking the ball out of play while running by the kicker or base runner on the offensive team results in a dead ball. The said kicker or base runner shall be called out.
- A **courtesy runner** may be used in the following situations:
  - If a team indicates prior to the game starting on the scorecard in the presence of the umpire all players with prior injuries that require a courtesy runner for that game.
  - If a player sustains an injury during the game that prohibits them to run, however, the player must first kick the ball and reach 1<sup>st</sup> base safely before a courtesy runner may be used.
    - The courtesy runner must be in the kicking order and will be the player who made the last out. The courtesy runner must be male for male and female for female.
- Injured kickers that cannot kick in their respective place in the line-up are not allowed a pinch kicker and are not allowed back into the game once they miss their turn due to an injury; meaning they cannot play in any position on the field.
- Once the pitcher has control of the ball near or around the pitcher's mound and all action has reasonably ceased, the Umpire will call "time". All play is considered dead and no base runners can advance, nor can the defense make a play once "time" is called.
- Each team may have base coaches at first and third bases.

## **6. Mercy Rule:**

- There will be a **7 run rule** in effect per team per inning. When a team scores 7 runs in one inning, even if the team has less than three outs, they must stop kicking and switch places with the opposing team. This rule is in effect for all innings except the last inning called by the umpire or in tie breaker innings. In those innings, unlimited runs may be scored.

## **7. Standings/Scoring:**

- Standings will be posted on our website at [mscr.org](http://mscr.org) and/or the [www.msccsportsleagues.org](http://www.msccsportsleagues.org) website and seeding for the end of season tournament will be based on these standings.
- Forfeit: teams forfeiting games will receive a loss & teams receiving a forfeit will receive a win in the standings.
- Standings tie breakers are as follows:
  - Head to head competition.
  - In the case of a three way tie, if one of the teams has beaten both of the other two, that team will receive a higher seed. The tie between the remaining two teams will be broken by head to head competition.
  - If ties cannot be broken using these methods or in the case of four or more teams being tied, seeding numbers will be drawn from a hat at a designated time announced at the MSCR Office.

## **8. Weather Information:**

- Weather/Rain Number: A weather message is recorded daily at 4:15pm; call 204-3044 – push 1.
- On nights when the weather decision is "Umpire Decision", the Umpire onsite must call into the MSCR Weather Line and notify the staff member of the decision.



## FIELD DIAGRAM

The following ground rules will be used for establishing out of play areas where there are openings in the fence area. It is very important that all teams play the same ground rules from week to week.

All openings near home plate have gates. Please leave the gate locked to the fence in the OPEN position.

The opening for the team bench area is an imaginary line from pole to pole as diagrammed below. Please contact the MSCR office at 204-3024 with any questions regarding this rule.

