

## **Kickball Rules:**

### **1. Field**

- a. Measurements: (See Exhibit A)
  - i. Bases are 60 ft apart. The pitcher's mound is 42.5 ft away from home base and 42.5 ft away from second base.
- b. 1<sup>st</sup> base/outside base:
  - i. An additional base will be placed on the right side of the first base. This base will be known as the outside base. Runners advancing to 1<sup>st</sup> base are required to touch this outside base.
- c. Strike Zone:
  - i. The strike zone is the area between home base and two pylons. The pylons are placed 12.5 inches from the front corner of each side of home base.
- d. Bunt line:
  - i. The bunt line is 21.5 ft from home base.
  - ii. This line serves as the bunt line for both Male and Female.
  - iii. Any kicked ball that advances beyond this line is considered a fair ball.
  - iv. If the defender makes a defensive stop on the ball before it crosses the line, the play will resume as a live play.
  - v. All bunts must not only advance beyond the bunt line, but must also remain in field of play between both 3<sup>rd</sup> and 1<sup>st</sup> base line.
- e. Coaches box:
  - i. The coaches' box is 15 ft away from first and third base. Coaches are required to stay in this area.
- f. Pitcher's mound:
  - i. The pitcher's mound is 42.5 ft from home base.

### **2. Equipment**

- a. Player attire:
  - i. All players are required to wear athletic apparel. (Sweats, running gear, compression, etc)
  - ii. Non Metal cleats or boots are allowed
  - iii. No Jeans, Khakis, cargo pants/shorts
- b. Ball size
  - i. Balls are 10 inches
- c. Performance enhancers
  - i. Players are not permitted to wear shin guards, steel toed boots, stick gloves (athletic gloves are permitted) or any other performance enhancing equipment.
    1. It is at the umpire's discretion to determine if equipment is considered performance enhancers.

### **3. Umpire**

- a. Number of Umpires
  - i. There will be 1 umpire per game for regular season.
  - ii. There will be 2 umpires for the playoffs/championship/tournaments
- b. Who can dispute umpires
  - i. Only the Captain or delegated Co-Captain has permission to dispute the umpire directly during the game.

### **4. Sportsmanship/Players and fan conduct**

- a. Players and onlookers shall conduct themselves in a respectful manner. Any player that does not display sportsmanship will be given a warning. If the conduct continues the player will be ejected from the game. If an Umpire determines that player's conduct deserves immediate ejection that player will be ejected without warning. Serious infractions will be assessed by league administrators and player(s) may be suspended from the league. Onlookers will be given a warning if they display distasteful conduct. If the conduct continues the individual will be asked to leave.
- b. There shall be no profanity or degrading of any player or umpire.

- c. Players shall not address the players from any other team in a distasteful manner.
- 5. Umpire's Authority to eject individuals**
- a. Grounds for ejection are, but not limited to, the following:
    - i. Excessive use of profanity
    - ii. Unsportsmanlike conduct
    - iii. Intentionally attempting to harm or injure another player
    - iv. Behavior that is deemed disrespectful
    - v. Prohibited player's attire
- 6. Player Eligibility**
- a. Registered players:
    - i. All players must be registered and have signed waiver submitted by the start of the first game in order to participate in any MARS activity.
- 7. Teams**
- a. Player minimum:
    - i. Teams must have a minimum of 13 registered players on the team's roster.
    - ii. Free agents will be placed on any team that does not meet the minimum roster requirement.
- 8. Kicking substitutes**
- a. Full Roster Kicking Sub:
    - i. Teams are required to place all registered players in their kicking lineup.
    - ii. All teams with full roster (13+ players) must have at least 10 kickers in the lineup, before sub kickers can be utilized.
    - iii. Any kicker after the 10th kicker may be utilized as a sub kicker if the captain elects.
  - b. Incomplete Roster Kicking Sub:
    - i. Teams must have at least 13 players in order to participate.
    - ii. Players must be registered for the current MARS tournament.
    - iii. Replacement players can only be utilized if a team does not have the required number of players.
  - c. Kicking Out of Order:
    - i. It is the responsibility of the opposing captain to determine if a kicker from the kicking team has kicked out of order.
    - ii. Dispute must be presented to the umpire by the team captain.
    - iii. If an incorrect kicker has been accurately identified, that kicker will be called out. (regardless if he or she has attempted to kick the ball)
    - iv. Kicking Lineup will resume to the following kicker that was listed in the lineup. If as a result lineup is still incorrect, that kicker will be called out as well.
- 9. Scorekeeping**
- a. The home team's scorebook is the official scorebook of the game.
  - b. It is encouraged and highly recommended that each team keep a scorebook.
  - c. The umpire will check with both scorekeepers each inning to verify the score.
- 10. Base Coaches**
- a. Each team will be allowed to have a maximum of 2 base coaches on the field.
  - b. Base coaches must be positioned in the designated coaching area (15 ft) away from 1<sup>st</sup> and/or 3<sup>rd</sup> base.
  - c. Base coaches are not allowed to touch any player during live play, or do anything to intentionally disrupt gameplay.
  - d. Base coaches are not allowed to stand on the infield at any point while acting as base coach.
- 11. Regulation Games**
- a. Each game will be 7 innings or 55 minutes long.
  - b. Grace Period:
    - i. Teams will have a 5 minute grace period before the game is deemed a forfeit.

- c. Players on the field (Male/Female):
  - i. A maximum of 10 players and minimum of 9 on the field defensively.
  - ii. Must have a minimum of 4 females on the field.
- d. Defensive line up:
  - i. Excluding the back catcher & pitcher, Players can switch defensive positions at any time during an inning while on the field.
  - ii. The pitchers and back catcher must wait until the completion of an inning before switching defensive positions.
    - 1. Pitchers can switch within an inning if there is an injury.
    - 2. Defensive players cannot swap positions with a player that is not on the field at the time.
- e. Defensive substitutes are not allowed in the middle of an inning
- f. Home team will be determined by coin flip during the captain's meeting each game.

### **12. Pitching**

- a. Pitches must be within the strike zone to be a live ball.
- b. Both side arm and underhand pitching will be allowed.
- c. Pitches must not be higher than the pylon.
- d. Pitches must bounce twice before reaching the kicker.
- e. Pitches must enter the area inside of the pylons to be considered a fair pitch.
- f. All defenders including the pitcher must remain behind the line of scrimmage until the kicker makes contact with the ball.
- g. Failure to remain behind the line until contact is made will result in an encroachment call.
- h. 1 Ball is awarded as a result of all encroachment calls.

### **13. Catching**

- a. A ball is caught when it is deemed secured in the eyes of the umpire.
- b. All Back Catchers must remain behind the kicker until the kickers' foot makes contact with the ball.
- c. Encroachment will be called if a back catcher fails to remain behind the kicker until contact is made.
- d. 1 Ball is awarded as a result of all encroachment calls.

### **14. Running**

- a. Runners must run within the base lines.
- b. All ties will be called in the favor of the runner.
- c. Runner must keep at least one foot on the base at all times until kicker makes contact with the ball.
- d. Failure to keep at least one foot on the base will result in an out.
- e. If out was called before pitcher has pitched the ball, the lineup will resume with the kicker that was up to kick at the time call was made.
- f. If out was called after pitcher has pitched the ball, the lineup will resume with the following kicker that was up to kick at the time call was made.
- g. Runners running to first base must run to the outside base. If you do not touch the outside base before the end of the play the runner will be deemed out.
- h. Runners can overrun first base only.
  - i. If a runner turns into the field of play he/she is live.
- i. Runners cannot intentionally run into a fielder.
  - i. If a runner intentionally runs into a fielder that runner will be out.
- j. If a runner is injured and cannot run, the opposing team will be able to choose a runner of the same sex to take the place of the injured runner.
- k. There are no stealing bases.
- l. Runners must tag their base before advancing to the next base.
- m. If the current kicker pops the ball up in the air the ball must be caught or must hit the ground in fair territory before the runner can advance.

- n. If the current kicker kicks the ball on the ground the runner may advance as soon as the ball touches the ground.
- o. **Base Running/Blocking**-A defender will be considered "Base Blocking" if he or she intentionally uses any part of their body as an attempt to prevent a runner from touching the base. Examples may include, but are not limited to (Full Body blocking the base, extending arm or leg to block the base, or extending arms to block the base)
- p. In the event "**Base Blocking**" is called, the runner will be awarded that base.
- q. "**Base Blocking**" will not be called, if the defender unintentionally blocked the base in an attempt to make a defensive play on the ball.

#### 15. Kicking

- a. The kicker must kick the ball with their foot or shin. The ball cannot be kicked from the knee up.
- b. Kickers plant foot cannot advance past the home plate. If they kick over home base that will be considered a foul ball.
- c. If the foul ball is popped up in the air and subsequently caught that kicker is out.
- d. If the ball makes contact with the pylon after the ball is kicked, play will remain live unless ball was kicked into foul territory.
- e. Kickers can only kick the ball once. If the ball is kicked more than once this will be deemed a foul ball.
- f. If the foul ball is popped up in the air and subsequently caught, that kicker is out.
- g. Teams cannot have more than 3 consecutive males kick in the kicking line up.
  - i. If a 4th male comes up in consecutive order that team will take an out each time that kicker comes up for the entire game.
- h. If the ball makes contact with kicker's leg before the umpire signals a call while the kicker is positioned in kicker's box, the play will be considered live, thus allowing the defense to make an attempt to make an out.

#### 16. Strikes

- a. Number: 3 strikes equal one out.
- b. Definition:
  - i. A strike takes effect when the ball is pitched within the strike zone and the kicker attempts to kick the ball, but fails to make contact with the ball during the attempt.
  - ii. If a player kicks the ball into foul territory, the kick will be considered a strike. If the ball is caught by the opposition that play will be ruled as an out.
  - iii. If the ball hits a kicker during a pitch it is considered a strike.
  - iv. The play is considered dead once an umpire makes the call, if a player kicks after an umpire makes the call the play will not matter. If the player kicks the ball before the umpire makes a call, the play is live.

#### 17. Balls

- a. Number: 4 balls equal a free base.
- b. Definition:
  - i. When the ball is pitched outside of the strike zone or when the ball is bounced above the pylon.
- c. If any player is walked with 2 outs that player advances two bases.
  - i. If the following kicker is a female after a walk on 2 outs, that female has the option to kick or advance to 1<sup>st</sup> base. This rule does not apply if the following kicker is a male kicker.
  - ii. The play is considered dead once an umpire makes the call, if a player kicks after an umpire makes the call the play will not matter. If the player kicks the ball before the umpire makes a call, the play is live.

## 18. Foul Balls/Fair Balls

- a. Definition of Fair:
  - i. An air ball that makes initial ground contact on or behind 1st or 3rd base inside of the foul line is a fair ball.
  - ii. A ground ball that is continuously inside the foul line on or behind the 1st or 3rd base is a fair ball.
- b. Definition of Fouls:
  - i. An air ball that does not make initial ground contact on or behind 1st or 3rd base inside of the foul line is a foul ball.
  - ii. A ground ball that is not continuously in bounds on or behind 1st or 3rd base inside of the foul line is a foul ball.
- c. Balls kicked in front of home base are foul balls.
- d. Double kicks are foul balls.
  - i. The play is considered dead once an umpire makes the call, if a player kicks after an umpire makes the call the play will not matter. If the player kicks the ball before the umpire makes a call, the play is live.
- e. Every Kicker will be awarded a **“Good Foul”**
- f. **Good Foul**-A good foul takes place when a kicker kicks their 1<sup>st</sup> foul ball after 2 strikes have already been awarded, even if first 2 strikes were as a result of foul balls.

## 19. Outs

- a. Number: 3 outs by one team will complete their half of the inning.
- b. Definition:
  - i. An out can be either:
    1. 3 strikes or a second foul (one good foul) with 2 strikes.
  - ii. Ball is caught before it contacts the ground if the kicker kicks a pop up.
    1. The ball can be fair or foul.
  - iii. If the fielder maintains control of the ball during the catch the ball can touch the ground and this will constitute an out.
  - iv. If a runner is touched by the ball before they make contact with the base.
  - v. In the case of a forced run (the player is forced to run to the next base because there is a runner behind them), when the defensive player touches the base with the ball in their hand.
  - vi. A runner that is physically assisted by one of their teammates during a play is out.
  - vii. If team does not kick in the proper line up the kicker will be out.
  - viii. If a player is hit with the ball below the shoulders.
    1. If the runner alters their body to avoid contact and subsequently gets hit above the shoulders, the player will be ruled out.

## 20. Play Ends (Dead ball)

- a. The play ends when a pitcher has control of the ball within 5 feet of pitcher's mound.
  - i. The umpire will determine once the play ends and will call “Time”
  - ii. Players are not allowed to advance bases and must remain on the current base when an umpire signals/calls “Time”
- b. A ball is deemed dead if it is kicked beyond the designated area (ie over the fence). A ball that is overthrown beyond the designated area is a dead ball and the umpire will call time.
- c. If there is any interference with the ball from anything that is not a fielder, runner, or permanent object on the field.
- d. Play ends if ball hits a runner above the shoulders.
- e. When the play is ended the umpire will indicate this by saying time and no runner can advance after this point.

- i. If a player is at least 50% of the way to the next base the player is awarded the base.

#### **21. Bunt line**

- a. The bunt line will be positioned exactly halfway between the Pitcher and the home plate (21.5 ft).
- b. The ball must advance pass the buntline in order to be considered a bunt.
- c. The play is considered live if a fielder makes contact before ball crosses bunt line.
- d. Any player can bunt the ball.

#### **22. Scoring**

- a. Definition:
  - i. Teams receive points by advancing players to home base. A player advancing to home base must touch all bases in order to score a point.
  - ii. Teams receive one point per run.
- b. Tie Breakers:
  - i. During the regular season there will be one extra inning.
  - ii. Each team will start their half of the inning with one out and a runner at 2nd base.
  - iii. The runner at 2nd base to start the inning will be the individual in the lineup that made the last out the previous inning.
- c. Sudden Death:
  - i. The player that made the last out in the previous inning will be placed at 2nd base.
  - ii. Each team will start each sudden death inning with one out.
  - iii. During the regular season after 2 sudden death innings the game will end in a tie.
  - iv. During the playoffs after 2 sudden death innings both teams will begin the 3rd inning with two outs.
  - v. Teams must keep their original kicking lineup.

#### **23. Interference**

- a. Definition:
  - i. If any player, not in the field of play, contacts the ball or player during live play.
    1. If interference is called during play, each base runner will be awarded an extra base
    2. If the interference is intentional the opposing team will receive a run.

#### **24. Obstruction**

- a. If a defensive player interferes with a base runner obstruction will be called and the approaching base and the next base will be awarded to the runner. (Runners should not stand in the base paths.)

#### **25. League Specific Rules**

- a. Age:
  - i. 21 and older by the date of the first game.

#### **26. League standings**

- a. Tie breakers will be determined by:
  - i. Head to Head results
  - ii. Wins/Loses/Win %/Point differential

#### **27. Cancellation/Rainouts:**

- a. All cancellations will be posted on the website and communicated via email prior to scheduled game. In the event a game has been cancelled, we will inform all teams of the makeup game.

Exhibit A:

MAIN ATTRACTION RECREATIONAL SPORTS (KICKBALL FIELD DIMENSIONS)

