

RULES OF PLAY – 2010 EASTER SEALS KICKBALL LEAGUE

1. EQUIPMENT & FIELD SET-UP

1.A Ball

- 1.A.1 Regulation size is 10” in diameter. If a 10” ball is not available, any ball (or other suitable replacement **as agreed to by the respective team captains and head referee**) will be deemed an acceptable replacement in order to proceed / continue with the official game.

1.B Field

- 1.B.1 The kickball diamond is square in shape with equal sides of approximately 60 feet (or 20 paces) from base to base.
- 1.B.2 The distance from home plate to second base is approximately 85 feet (or 28 paces).
- 1.B.3 The distance from third base to first base is approximately 85 feet (or 28 paces).
- 1.B.4 The distance from home plate to the pitcher’s mound is approximately 42 feet (or 14 paces) and should be placed directly between home plate and second base.
- 1.B.5 One base plate shall be located at each base.
- 1.B.6 One additional base plate shall be located in foul territory adjacent to the first base plate to help eliminate collisions between the runner advancing to first base and the defensive first baseman. Defensive first baseman shall tag the base located on the foul line and the runner shall tag base located in foul territory. In the case of a collision, the player in violation shall be the player which did not touch their respective base and the play shall be ruled accordingly.
- 1.B.7 Cones shall be located at first and third base and on the right and left outfield foul lines to help indicate fair and foul territory.
- 1.B.8 Do not place cones next to home plate as a strike zone.

2. TEAMS, INDIVIDUAL PARTICIPANTS, UNIFORMS & PERSONAL EQUIPMENT

2.A Teams

- 2.A.1 Each team must have at least 8 players to start an official game. Of the 8 players required to start a game, 4 must be women and 4 must be men.
- 2.A.2 No more than 11 players may play on the field at one time. If fielding 11 players, one player must play the position of catcher.
- 2.A.3 Teams must always field a minimum of four players of each sex.
- 2.A.4 All players must be properly registered with the league in order to play.
- 2.A.5 Each team shall designate one Captain and one Co-Captain who are jointly responsible for the team.
- 2.A.6 Only the Captain or Co-Captain may dispute calls with the Head Referee.

2.B Individual Participants

- 2.B.1 Anyone is welcome to play but all players must be properly registered with the league in order to participate.

2.C Uniforms

- 2.C.1 All players are required to wear the official Easter Seals colored t-shirt of their respective team. If a player does not have the appropriate Easter Seals colored t-shirt, a substitute t-shirt matching in color to their respective team shall be acceptable.

2.C.2 No spandex. No exceptions.

2.D Personal Equipment

2.D.1 Any equipment deemed by the Head Referee as a performance enhancement must be removed or the player will not be allowed to play.

2.D.2 Metal cleats are not allowed.

3. START & FINISH TIMES, GAME DURATION & FORFEITS

3.A Start Time

3.A.1 All games shall start at the league specified time.

3.A.2 If a team does not have the required number of players at the league specified start time, the referee MAY choose to delay the start of the game 10 minutes to accommodate any latecomers. If a team does not have the required number of players after the 10 minute delay, such team shall forfeit the game. If both teams do not have the required number of players after the 10 minute delay, both teams shall forfeit the game and incur a loss.

3.B Forfeits

3.B.1 Any team that forfeits a game must buy one round of beer for the present members of the opposing team at the sponsor bar.

3.C Innings Played & Game Duration

3.C.1 Games shall be 7 full innings or 50 minutes, whichever comes first.

3.C.2 If it appears that the allowable game time will expire prior to completion of 7 full innings, the referee shall end the game after the completion of the HOME TEAM final at-bat based on time constraints. If the referee attempts to start an additional inning and is not allowed to complete a full inning due to expiration of time, the score recorded shall be the score at the end of the last full inning.

3.C.3 In the event of a tie score at the end of regulation play, the score shall be recorded as a tie.

3.C.4 4 full innings constitute a game. If a game is canceled after 4 innings, the score recorded shall be the score at the end of the last full inning.

3.C.5 If a game is stopped prior to the completion of 4 innings for any reason, the League will make every effort to allow either a make-up game or a continuation from the last full inning.

3.C.6 A regulation game may be ended at the discretion of the losing team, if the losing team is down by 12 or more runs at any point in the game. This will be marked as a regulation game.

4. RULES OF THE GAME

4.A Strikes, Balls, Foul Balls & Outs

4.A.1 The strike zone extends to 1 foot on either side of home plate and 1 foot directly above home plate. If any part of the pitched ball penetrates this zone, the call is a strike.

4.A.2 A pitch outside the strike zone is a ball.

4.A.3 Any kicked ball which FIRST lands outside of the playing field area shall be a foul ball.

4.A.4 Any kicked ball which lands ON the playing field area boundary line (i.e. foul line) or the cones located on the foul line shall be a fair ball.

4.A.5 A kicked ball which lands first in fair territory but rolls or bounces outside of the playing field area prior to reaching 1st or 3rd base (and not having been touched by a defensive player) shall be considered a foul ball. However, if a defensive player touches the ball after the ball lands in fair territory but before the ball bounces or rolls outside of the playing field area the kick shall be ruled a fair ball. Any ball which physically touches either 1st or 3rd base prior to reaching foul territory shall be ruled a fair ball.

4.A.6 Any ball which first touches any inanimate object (i.e. cage, fence, rail, shelter, port-a-john, tree, rock, keg, etc.) outside of the playing area prior to contact with a defensive player shall be deemed a dead ball.

4.A.7 Any ball touched by a player or referee in fair territory is automatically in play.

4.A.8 A participant jumping from fair territory is in fair territory while in the air. A participant jumping from foul territory is in foul territory while in the air.

4.A.9 3 strikes or 4 fouls is an out.

4.A.10 Any foul ball which is caught by a player before the ball touches the ground or an inanimate object is an out.

4.A.11 4 balls is a walk and automatically advances the kicker to first base.

4.A.12 An attempted kick completely missed by the kicker inside or outside of the strike zone is a strike.

4.A.13 Any kick which contacts the kicker twice or more before the ball crosses the plate shall be a foul ball.

4.A.14 Any kick which contacts the kicker in fair territory shall be an out.

4.B Pitching

4.B.1 The pitcher must stay on or behind the pitching rubber until the ball is kicked. If the pitcher crosses the pitching rubber prior to the kick, the pitch shall be a ball. If this happens 3 times in a single inning, it will be considered a chronic violation and the current kicker will be awarded a free base.

4.B.2 Balls must be pitched by hand.

4.B.3 No bouncies. Any pitch that bounces excessively high, as deemed by the Head Referee, is a ball.

4.C Catcher

4.C.1 The catcher must be positioned behind the kicker prior to the pitch and may not cross the plate or advance forward of the kicker until the ball is kicked. The catcher also shall not crowd the kicker by remaining no less than 2 feet from the kicker. The Head Referee is responsible for determining what constitutes crowding and warning the catcher accordingly. Failure to abide by this rule results in a ball. If this happens 3 times in a single inning, it will be considered a chronic violation and the current kicker will be awarded a free base.

4.D Infield Positioning (the "Smelly Line")

4.D.1 No defensive player (other than the catcher) may field in front of the pitcher and no defensive player (other than the catcher) may advance forward of the 1st base – 3rd base diagonal prior to the kick. Failure to abide by this rule results in a ball. If this happens 3 times in a single inning, it will be considered a chronic violation and the current kicker will be awarded a free base.

4.E Kicking

4.E.1 All team members present for the game are required to kick. Team members must establish a kicking order prior to the start of the game and said kicking order shall remain in place for the duration of the game.

4.E.2 All kicks must be made on the foot or leg (on or below the knee included). Any ball kicked or touched with any part of the body outside of the foot, leg or knee shall be deemed a foul ball. Any "double kicks" (contact by foot or leg twice on the ball prior to reaching fair territory) shall be deemed a foul ball.

4.E.3 All contact with the ball by the kicker must occur on or behind home plate. The kicker may step on home plate to kick the ball but the ball may not be forward of home plate at the time of the kick. Any kick made in front of home plate by the kicker shall be a foul ball.

4.E.4 Any ball that is kicked and bounces (makes contact with the ground) before the front of home plate and prior to reaching fair territory is a foul ball.

4.E.5 Bunting is not allowed. Any ball that is determined a bunt shall be a foul ball. A bunt is defined as when the designated kicker kicks the ball and it does not cross the plane of the "Smelly Line" (see rule 4.D) on its own power. If an opposing player grabs the ball in fair territory while it is still in motion then it is a fair ball regardless of whether it would have crossed the plane of the smelly line on its own power or not."

4.E.6 In the case that the defensive team does not have a catcher, bunting shall not be allowed. If the kicker bunts under this circumstance, it will be ruled a foul.

4.E.7 The kicker may stand no more than 6 feet behind the center of home plate prior to the pitch.

4.F Running

4.F.1 A runner may not lead-off base or leave the base prior to the kicker making contact with the ball (i.e. no stealing). If the runner is found to be leading off or advancing prior to kicker contact with the ball, the ensuing play shall continue but the runner in violation shall be ruled out.

4.F.2 Substitute runners are only allowed if required due to injury of kicker or runner(s) during the course of play. The substitute runner must be of the same sex as the player injured.

4.F.3 No infield fly rule.

4.F.4 Hitting a runner in the neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the head or neck (and not sliding) shall be safe and allowed to advance to the base they were running toward at the time the ball hit the runner. If a runner intentionally uses the head or neck to block the ball (as determined by the referee) the runner is automatically out.

4.F.5 Tag-Ups are allowed. After a kicked ball is caught by a defensive player, runners must tag their originating base before running to the next base. If the runner has not moved off of their respective base when the ball is caught, the runner may advance towards the next base without a tag up.

4.F.6 A runner may not advance on a foul ball or a foul ball which is caught for an out.

4.F.7 A runner touched by the ball or who touches the ball at any time while not on base during play shall be out.

4.F.8 Ghost runners are not allowed.

4.G Overthrows

4.G.1 A runner has the option to advance one base, and only one base, on an overthrow which carries into foul territory. The number of bases advanced shall be one, no more, no less. One shall be the number thou shalt advance, and the number of the advancing shall be one. Three shalt thou not advance, neither advance thou two, excepting that thou then proceed to one. Four is right out. Once the number one, being the first number, be advanced, then thy runner shall halt. The extra base is not free and the runner can be tagged out while not on a base.

4.G.2 A runner has the option to advance as many bases as he/she desires on an overthrow in fair territory.

4.H Ball in Play

4.H.1 Once the pitcher has the ball in control **AND** on the mound, the play is over.

4.H.2 If a runner intentionally touches or stops a ball at any time while the ball is in play, the play ends and the runner who touched the ball is out.

4.I Dugout

4.G.1 All players not playing defense or currently kicking shall remain in the dugout area or risk being penalized if any player outside of the dugout interferes (as determined by the referee) with play on the field. If the defensive dugout interferes with play, the ensuing call shall favor the kicker and the respective runners. If the offensive dugout interferes with the play, the ensuing call shall favor the defensive team. Any calls made in such situations are subjective and are made at the full discretion of the referee.

4.J Dogs

4.I.1 Teams and players shall keep all dogs off of the playing field at all times. If a player's dog damages a ball, the owner of the dog shall be liable for the replacement of the damaged ball.

5. OFFICIALS

5.A Head Referee

5.A.1 The Head Referee makes all final rulings.

- 5.A.2 The Head Referee shall consult with the First Base Referee as necessary to determine the correct rulings during the course of the game but the final ruling shall be made by the Head Referee.
- 5.A.3 The Head Referee stands behind home plate and calls all pitches, third-baseline fouls and plays at third base and home.
- 5.A.4 The Head Referee is responsible for starting the game on time.
- 5.A.5 The Head Referee is responsible for the coin flip at the beginning of the game to determine which team shall bat first and which team shall start in the field.
- 5.A.6 The Head Referee is responsible for keeping the score of the game. The Head Referee may designate this task to the First Base Referee or another individual **NOT INVOLVED** with the current game but the Head Referee is still responsible for any and all issues surrounding the score of the game and will make all final decisions regarding the score of the game. The Head Referee shall report the score of the game to the appropriate league representatives upon the conclusion of the game.
- 5.A.6 The Head Referee, in conjunction with the First Base Referee, shall ensure that teams kick in their designated order for the course of the entire game.
- 5.A.7 The Head Referee shall be responsible for correct placement of bases, pitcher's mound and cones prior to the start of the game.

5.B First Base Referee

- 5.B.1 The First Base Referee stands on the foul line past first base and calls first-baseline fouls and plays at first and second base. Once a runner has advanced to first, the First Base Referee MAY opt to take position behind the base line between first base and second base.
- 5.B.2 The First Base Referee shall be responsible for maintaining the "Smelly Line" (the imaginary line from first base to third base which defensive players, excepting the catcher, may not cross prior to the kick of the ball).
- 5.B.3 The First Base Referee shall consult with the Head Referee as necessary to determine the correct rulings during the course of the game but the final ruling shall be made by the Head Referee.
- 5.B.4 The First Base Referee shall assist the Head Referee with keeping the score of the game.
- 5.B.5 The First Base Referee shall be responsible for potential lead-offs and tag-ups.
- 5.B.6 The First Base Referee shall be responsible for ensuring the pitcher does not cross over the mound prior to the kick of the ball.

THAT'S ALL FOLKS...