

Revision 6/18

- Pitches cannot be sidearm or over hand pitches.
- Strike zone is below that of the knee of the kicker and 1 foot from either side of the plate. No longer is it 1 foot off the ground any more
- Balls must advanced past the bunt line in fair territory or will be counted as a foul
- home and away will be decided by rock, paper, scissors 1 round. Hands are thrown on "shoot" of "rock, paper, scissors, shoot!"
- Starting times for games are strict. Please show up early enough to play the game at the designated times. If a team is 10 minutes late they start with 5 runs against them. If a team is 15 minutes late they forfeit the game. A team must have a minimum of 7 players to be considered a full team to play.
- No longer will the kicker be allowed to advance to first base after the result of 4 foul balls. The pitch must continue pitching the ball until the kicker strikes out or kicks a ball in fair territory.

Revision 6/2018

CODE OF CONDUCT & SPORTSMANSHIP

All players are expected to conduct themselves with the highest of sportsmanship and remember this is strictly a recreational league. Sportsmanship is defined as; conduct (such as fairness, respect for one's opponent, and graciousness in winning or losing) becoming to one participating in a sport. Ithaca Kickball League will not tolerate any form of verbal abuse directed towards another player, referees, spectators or commissioners. Teams are to act graciously towards each other whether winning or losing. Treat each player as you would like to be treated, with respect.

KICKBALL AT A GLANCE

Kickball is a simple game consisting of two teams, bases, and a big red ball. Played like baseball, the object is to score more runs than the opposing team. In short, games are played with 9 fielders, 7 innings, 2 base coaches, bouncies, no head shots, one base on an overthrow, forced outs, no ghost men, and bunting is allowed so get a good catcher on your team. The following rules will govern all kickball games. For the enjoyment of all, proper respect and civility is required of all participants toward one another. Fighting is not allowed or tolerated.

1.01 The field shall be established on any safe terrain suitable for play in accordance with the following provisions which equal the dimensions of a softball field: a. the kickball diamond is a square with equal sides of 60 feet or about 20 paces with a base at each corner; b. the distance from home plate to second base and from first base to third base is 84 feet 10 1/4 inches or about 28 paces. The distance between any base and home plate shall be measured from the back corner of each; c. the pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or about 14 paces from home plate, and directly aligned with the 1st-3rd base diagonal;

d. the pitching mound extends 12 feet from the center of the pitching strip (see Rule 8.02); e. the sidelines are lines 10 feet on the outside of and parallel to the foul lines, the area between the foul lines and the sidelines is the sideline area (see Rule 1.07);

f. when available, cones are placed: at the outside corner of first, second, and third base, and not touching the base.

g. The top of home plate shall be placed at the bottom intersection of the foul lines to keep the plate in foul territory. It should not be placed within the bunt line zone.

h. the foul lines are fair territory.

i. Out of bounds is determined by drawing lines from the edges of the backstop that run parallel to the fields foul lines.

j. The kicking bunt line zone is a smooth arch 3' from home plate extending from the 1st base foul line, over to the 3rd base foul line.

k. Fielder bunt line is 3' from First, Third and Pitchers mound

1.02 The strike zone is below the knee of the kicker at the plate. The front of the zone aligns with the front of home plate. The sides of the zone extend one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate. The strike zone may not be marked by cones or other raised objects.

1.03 All participants must respect and obey all rules and regulations pertaining to the field used for games.

1.04 Any player or Referee wholly or partly in fair territory is an extension of fair territory. A player jumping from fair territory is in fair territory while in the air. A player in foul territory does not extend foul territory by jumping or reaching into fair territory.

1.05 Upon notification to the Head Referee of any improper field set up, the field layout shall be corrected before the beginning of the next play. Protest based on field set up will not be considered.

1.06 - Optional Extra Base: When available, an additional base may be set up adjacent to First Base to provide more room for the runner. If an Extra Base is used: a. The Extra Base is only available for runners traveling from home plate (see Rule 10.06); b. Fielders trying to make an out on first base must touch the base in fair territory (the First Base). Runners hindered by a fielder touching the base in foul territory (the Extra Base), will be safe; c. When a play is attempted at first base, a runner who touches the First Base prior to being called safe at the Extra Base shall be called out, except under the exception in Rules 1.06f and 1.06g; d. Once a runner has reached first base safely the runner must start the next play on the First Base. Any runner standing on or touching the Extra Base at the beginning of the next play will be out; e. No additional base may be used at any other base; f. The Runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Extra Base (see Rule 14.02o);

g. The runner may use First Base if attempting to advance to Second Base, or if there is no

fielder on First Base. A runner (see Rule 1.06a) using or touching First Base in any other circumstance is out.

1.07 Sideline area. Prior to the kick, no participants (or spectators) may be in the sideline area (see Rule 1.01e and Diagram 2) except for the kicker, the catcher, Referees and designated base coaches (see Rule 6.01). After the kick, fielders and base runners in the process of playing the game may also occupy the sideline area. The first infraction of this rule will result in a warning to the team that caused the infraction. The second and each subsequent infraction will result in an out for the next kicker in the written kicking order on the team that caused the infraction.

2. EQUIPMENT

2.01 While participating, players must properly wear the official athletic clothing designated for their use.

2.02 Athletic shoes are required. Metal cleats are not allowed.

2.03 Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Referee (see Rule 3.01) as a performance enhancement must be removed or the player will be removed from play.

2.04 The official kickball is the red, measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.

2.05 All player attire is an extension of the player.

3. REFEREES

Ithaca Kickball will do what it can in order to supply referees to games. A referee is not guaranteed for each contest. We expect all teams to be spirited and for players to be respectful nonetheless. Recommendations for games without referees are outlined in 3.06

3.01 Games may officiated by an authorized official, when available. The referee governs all game play and issues all final rulings, and has final authority on equipment issues. Other referees may assist these officials when available.

3.02 Prior to each game, the Referee will conduct a meeting with the Captains of each team, to address any ground rules in effect, to ensure the exchange of team lineups (see Rule 4.01), and to identify the designated Captains who will be authorized to discuss calls with the Referees during the game (see Rule 5.03).

3.03 Referees have jurisdiction over play and may: a. call a time out; b. call off a game due to darkness, rain or other cause at the Referee's discretion;

c. penalize a player, including game ejection, for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.

3.04 Referees have jurisdiction over play and must: a. cancel the game if lightning is seen, or

delay it until safe to continue;

b keep a record of the final game score.

3.05 Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

3.06 When referees are not available the league suggests utilizing subs from both teams to make calls together. If a call cannot be agreed upon (too close to call) then replay. If a game gets out of hand then consult with the league admins who will then assign a referee for the remainder of the game.

PARTICIPANTS

4. PLAYER ELIGIBILITY

4.01 All participating players must appear on written lineups, reflecting that game's kicking order, to be exchanged between the captains of each team before play begins.

4.01a Late players may be added to the lineup, but must be communicated to the opposing teams captain

4.02 A claim of improper kicking order must be made to the Head Referee who will make the final determination. Such a claim must contain two parts: 1) that the written kicking order was exchanged in accordance with 5.05a; 2) that the claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker. The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker (see Rule 14.02i).

4.03 All players on a team in attendance of the game must be in the batting order. If a player plays a field position they must bat in the lineup. If a player bats in the lineup they must play at least one inning in the field.

4.04 A team must have at least three kicking spots in their lineup for women. If a team only has 2 women on their roster on any given day then one of those women are responsible for kicking twice in the order before any other player is allowed to kick a second time. That order must remain consistent throughout the game.

5. TEAMS

5.01 Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning. Home and Away is determined by the league schedule.

5.02 While fielding, each team must field at least seven (7) and no more than nine (9) players, which must include one pitcher and one catcher at any time during the game. If a team is unable to field 7 players then the game is forfeited and the opposing team is awarded a win and 7 runs.

5.03 A team must consist of no less than 3 women in order to be played. If a team is unable to field 2 women at anytime then the game is forfeited and the opposing team is awarded a win and

7 runs.

5.04 For a given game, each team shall have one Captain who is responsible for the team. The Captains may discuss calls with the Head Referee, but must accept the Head Referee's final ruling. Other players besides the Captains that dispute calls with the Referees are subject to ejection from the game (see Rule 3.03c).

6. BASE COACHES

6.01 Two members of the team at kick may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.

6.02 Base coaches may not physically assist runners while the ball is in play (see Rule 14.02h).

GAME PLAY

7. REGULATION GAMES

7.01 Regulation games last seven (7) innings or a maximum of 90 minutes from the scheduled start, whichever occurs first. a. In the event of a tie score at the end of the game, the game shall be marked as a tie. b. If the Home team (see Rule 5.01) already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over. c. Extra innings may be played in the event of a tie at the end of an inning, as long as the time cap has not been reached.

7.02 A game that is called off by the Referee (see Rules 3.03, 3.04) after three (3) full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. Regulation games called off that end in a tie shall be marked as a tie.

7.03 A game that is called off by the Referee for any reason before three (3) full innings of play shall not be considered a regulation game and a new game may be rescheduled.

8. PITCHING, CATCHING AND FIELDING

8.01 Balls must be pitched by hand. All pitches must be underhand. No side-arm and overhand pitches will be allowed and will be counted as balls.

8.02 Proper Field Position must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick. Proper Field Position is --

a. for Fielders: All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal;

b. for Pitchers:

- The pitcher must start the act of pitching with at least one foot within the pitching mound (see Rule 1.01d);

- The pitcher must have at least one foot on or directly behind the pitching strip (see Rule 1.01c) when releasing the ball;
- No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip.
- The pitcher may not advance past the bunt line on the mound until the kicker has made contact with the ball, after which they may move in any direction without limitations.

c. for Catchers:

- The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate.
- The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.
- The kicker may not trigger a position violation through maneuvers judged by the Ref to be deliberately tricky or unsportsmanlike.

9. KICKING

9.01 All kicks must be made by foot or leg, below the knee (see Rule 13.02e). Any ball touched by the foot or leg below the knee is a kick.

9.02 All kicks must occur:

a. at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate (see Rule 13.02g).

- at discretion of the league commissioner and officials. field conditions may warrant kicking before the ball reaches home plate.

- kicks that occur with this violation are subject to a foul call or an out if the ball is caught before hitting the ground. If it hits the ground then it is a foul and must be re-kicked.

b. within the kicking box (see Rule 1.01g). The kicker must have at least a portion of the plant foot within the kicking box during the kick (see Rule 13.02g). The kicker may line up outside of the kicking box. The kicking box will extend down from the bunt arc where it crosses with the first and third base lines.

10. RUNNING AND SCORING

10.01 Runners must stay within the baseline. Any runner outside the baseline is out (see Rule 14.02k):

- a. Runners may choose their path from one base to the next, and may follow a natural running arc;
- b. Runners are free to change course to avoid interference with a fielder making a play;
- c. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their

established path.

10.02 Obstruction. Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.

10.03 Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out (see Rule 14.02g).

10.04 Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding and the ball is thrown low in effort to not hit the runners head/neck (accidental). Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out. Unintentional, non-dangerous and accidental hits to the head are not considered headshots and are at the discretion of the referee to decide the call

10.05 A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out (see Rule 14.02f).

10.06 All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.

10.07 Base Running on Overthrows; a. an overthrow is a ball thrown, kicked, or deflected into out of bounds territory while making a defensive play toward a player or base; b. a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory;

c. one base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance; d. if any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.

10.08 Running past another runner is not allowed. The passing runner is out (see Rule 14.02j).

10.09 A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.

10.10 When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play (see Rule 1.01b).

11. STRIKES

11.01 A count of three (3) strikes is an out.

11.02 A strike is: a. a pitch that is not kicked and is not called a ball per Rule 12.02, that enters any part of the strike zone (see Rule 1.02); b. an attempted kick missed by the kicker inside or outside of the strike zone (see Rule 1.02).

11.03 A foul ball

a. Once the kicker has two strikes, fouls will no longer count as strikes against the kicker. However, they will count towards the kickers foul count (4 fouls = kicker out)

12. BALLS

12.01 A count of four (4) balls will not advance the kicker to first base. The kicker will receive subsequent pitches until they place a kick in fair territory or strike out.

12.02 A ball is:

- a. a pitch outside of the strike zone as judged by the Referee where a kick is not attempted (see Rule 1.02);
- b. a pitched ball that does not touch the ground at least three times or roll before reaching the kicking box;
- c. a pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box;
- d. a pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker;
- e. a pitched ball that is higher than one foot at the plate.

13. FAIRS AND FOULS

13.01 A count of four (4) fouls is an out. 13.02 A foul ball is: a. a kicked ball first touching the ground in foul territory (see Rule 1.01h, Diagram 3G, 3H, 3J); b. a kicked ball first touching a fielder or Referee wholly in foul territory, while the ball is over foul territory (see Rule 1.04); c. a kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing the 1st-3rd base diagonal (see Rule 1.01h, Diagram 3I, 3K); d. a kicked ball landing in fair territory, then entering foul territory before crossing the 1st-3rd base diagonal, and touching a fielder or Referee wholly in foul territory (see Rule 1.01h, Rule 1.04); e. a kick made on or above the knee (see Rule 9.01); f. a kicked ball touched more than once or stopped in the kicking box by the kicker; g. a kicked ball first kicked outside of the kicking box (see Rule 9.02) (see Diagram 3L, 3M); h. a kicked ball first touching a permanent object, such as a batting cage or fence.

i. The ball being kicked/bunt must go past the buntline which will be indicated by a pint arch in front of home plate.

13.03 A fair ball is: a. a kicked ball landing and remaining in fair territory (see Rule 1.04) (see Diagram 3C, 3D, 3E); b. a kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd base diagonal (see Diagram 3A, 3B, 3F). c. a kicked ball first touching a player or Referee in fair territory (see Rule 1.04); d. a kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory (see Rule 1.04); e. a kicked ball that touches a runner before touching the ground in foul territory (see Rule 1.04); f. a kicked ball that touches the kicker once outside the kicking box before touching the ground in foul

territory (see Rule 1.04);

14. OUTS

14.01 A count of three (3) outs by a team completes the team's half of the inning.

14.02 An out is:

- a. a count of three (3) strikes or four (4) fouls;
- b. any kicked ball (fair or foul) that is caught by a fielder before touching the ground. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground;
- c. a Force Out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base;
- d. a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play;
- e. a kicker or runner that interferes with the ball (see Rules 15.02b and c);
- f. a tag of a base by any part of a fielder's body, while the fielder has control of the ball (see Rule 14.02c), before the runner originating at that base can tag-up as required due to a caught ball (see Rule 10.05);
- g. a runner off base when the ball is kicked (see Rule 10.03);
- h. a runner physically assisted by a team member during play (see Rule 6.02);
- i. any kicker that does not kick in the proper kicking line up (see Rule 4.02);
- j. a runner that passes another runner (see Rule 10.08);
- k. a runner outside of the baseline (see Rule 10.01);
- l. a runner who misses a base, as called by a Referee upon the conclusion of the play;
- m. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play;
- n. a runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner;
- o. a runner coming from home plate who steps on First Base when required to use the Extra Base (while an Extra Base is in use - see Rule 1.06);
- p. a player improperly occupying the sideline area after their team has been issued a warning (see Rule 1.07).

15. BALL IN PLAY

15.01 Once the pitcher has the ball in control and retains possession on the mound (12ft circle from the center of the pitching stripe), the play ends. Runners who are off base at this time and already in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

15.02 Interference is:

- a. when any non fielder or non permanent object except a Referee or a runner, touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed;
- b. when any runner on or off base intentionally touches a ball, or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance (see Rule 14.02e);
- c. when any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came (see Rule 14.02e).

15.03 During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

16. INJURY AND SUBSTITUTIONS

16.01 In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held.

16.02 If a player is ejected, injured, or becomes ill and cannot continue, the written kicking order will continue in the same formation, less the removed player. There is no "automatic out" when the removed player's spot in the order is reached.

16.03 Injured players who do not kick shall not play in the game.

16.04 Any player removed from the game for injury or illness must be noted on both team written kicking orders and mentioned to the Head Referee.

16.05 The pitcher and the catcher positions may only be replaced once per inning each, unless injury forces another substitution.

16.06 Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions. A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.

OTHER

17. OTHER

17.01 The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, Ithaca Kickball will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules. These rules are maintained at ithacakickball.com and are subject to change without notice.