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BORDERS BREW CREW KICKBALL TOURNAMENT 2015 RULES

PLAYING FIELD AND EQUIPMENT

1. THE PLAYING FIELD

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 about 12 feet from the center of the pitching strip (see Rule 8.02).
- e. the foul lines are fair territory.

1.02 The strike zone is a three-dimensional irregular pentagon based on the shape of home plate and is one (1) foot in height. 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 (about the width of the kickball). The back edges of the zone are one (1) foot from the back sides of the plate. **The strike zone will 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. Any live base runner outside the kicking box is fair, even when wholly in foul 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 Sideline area. Prior to the kick, no participants (or spectators) may be in the sideline area 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 Metal cleats are not allowed, however soft spikes are approved.
- 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 WAKA Logo Kickball, 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

- 3.01 Games must will be officiated by one authorized official, the Head Referee. For the championship rounds, two officials will referee each game: a Head Referee, and a First Base Referee. The Head Referee governs all game play and issues all final rulings, and has final authority on equipment issues. **EVERY CALL IS THE UMPIRE'S DISCRETION. I SAY AGAIN, UMPIRE'S DISCRETION. WHAT HE CALLS IS FINAL.**
- 3.02 Prior to each game, the Head Referee must conduct a meeting with the Captains of each team, to address any ground rules in effect 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:
- call a time out;
 - call off a game due to darkness at the Referee's discretion;
 - penalize a player, including game ejection, for any reason.** This includes but is not limited to un-sportsman like conduct, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game. If a fight is started, whether it is one or multiple teams involved, the entire team/s involved will be forfeited from this tournament and any future tournaments. Remember, this is first and foremost a fundraiser.
- 3.04 Referees have jurisdiction over play and must cancel the game if lightning is seen, or delay it until safe to continue.
- 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. Again, I cannot say it enough, **UMPIRE'S DICRETION.**

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.
- 4.02 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).

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. Each team may not consist of more than twelve (twelve) players.
- 5.02 While fielding, each team must field at least seven (7) and no more than ten (10) players, which must include one pitcher and one catcher at any time during the game.
- 5.03 For a given game, each team shall have one Captain and one Co-Captain (collectively "the Captains") who are jointly 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).
- 5.04 Each team must have at least 4 females in the field.

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).

7. REGULATION GAMES

7.01 Games are rain or shine.

7.02 Regulation games last five (5) innings or 40 minutes, whichever happens first.

a. In the event of a tie score at the end of the game, the game will be decided by playing 5 man tippy cup.

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. If the Home team (see Rule 5.01) takes the lead during the bottom of the final inning, that team wins instantly and the game is over.

7.03 Regardless of the inning (top or bottom), if the time limit is reached, the game is over. Time checks will be called out periodically during the game.

7.04 If either team attempts to delay the game for any reason, the umpire may

a. Call out any remaining players up to kick

b. Forfeit the game to either team.

8. PITCHING, CATCHING AND FIELDING

8.01 Balls must be pitched by hand. The ball may not bounce more than one (1) foot off the ground as it crosses the plate.

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);

- No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip.

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 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).

9.03 For every female, a male must alternate in between until all of the females have kicked.

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 **pitched**. A runner off base when the ball is pitched 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 or ducking to dodge a throw out. 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.

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 out of play 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 out of play;

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 Foul balls count as strikes. If the kicker fouls with two strikes already on them, the kicker is out.

12. BALLS

12.01 A count of four (4) balls advances the kicker to first base.

12.02 A ball is:

a. a pitch outside of the strike zone as judged by the umpire where a kick is not attempted (see Rule 1.02);

b. a pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box;

c. 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;

d. a pitched ball that is higher than one foot at the plate

13. FAIRS AND FOULS

13.01 A count of three (3) 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);

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);

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 touching a permanent object, such as a batting cage or fence.

13.03 A fair ball is:

- a. a kicked ball landing and remaining in fair territory (see Rule 1.04)
- b. a kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd base diagonal
- 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;
- b. any kicked ball (fair or foul) that is caught by a fielder. 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 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 umpire calls time, the play ends.

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.

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. We have had problems in the past concerning umpire's calls and fighting. We do not have a replay booth. The umpire will not always have the best angle. They are human, like us all, and are prone to mistakes. Our umpires will know the rules and have thick skin, but there is a line. If it is crossed, appropriate action will be taken.