

2010 Spring/Summer/Fall Ball Rules



1. Have Fun:

“Let’s Have Fun” Rule:

Because Kickball is rooted back to our childhood, KLOR’s mission is to provide a fun filled atmosphere for all of its members, so let’s have fun!

2. Support your sponsors – They’re supporting your enjoyment so show them some love!

3. Meet New People – Network, make friends, find a soul mate...

3. Be Respectful of the Officials, Players, and the Park (Respect the OPP!!!)

4. Relax, unwind, and kick a ball around

5. All Monroe County Park rules apply

6. Challenges are back and apart of game play- please see definition below.

FIELD

The KLOR kickball field is roughly a square with the bases approximately 60 feet apart.

The Pitcher’s mound is approximately 30 feet from home plate.

If dirt is not present, the “outfield” starts roughly 10 feet past 1st, 2nd, & 3rd bases.

“Out of play” is behind the backstop or outside the backstop line or approximately 10 feet outside 1st & 3rd base line and home plate if no backstop is present.

PLAYERS

Each player must be 21 years of age or older to play in KLOR

Each Player must sign and agree to the waiver form before the first game.

Any clothing, costume, and related accessories on a player when the ball is kicked will be counted as part of the player and eligible to be played for an “out” during the game. A player’s hair will be counted as part of the players head and follows all other rules of hitting in the head as described hereafter.

Each player is responsible for his/her own actions and may incur disciplinary actions as a result of unsportsmanlike conduct including but not limited to warnings, suspensions, or permanently expel players or entire teams from the league from repetitive complaints and/or degree of incident(s).

TEAMS REQUIREMENTS

Acceptable kickball attire can include either a current team kickball shirt or tasteful costume.

Teams have no maximum size, but a minimum of 8 players and a maximum of 10 players are required to begin and continue play.

- Teams with 8 players must field a minimum of 2 women at all times
- Teams with 9 players must field a minimum of 3 women at all times.
- Teams with 10 players must field a minimum of 4 women at all times.

Each team must field a pitcher and catcher during game play.

Any team having less than 8 players and/or less than 2 girls beyond 15 minutes of the start of the game as determined by the schedule will be asked to forfeit the game. The opposing team will receive the average runs of the past two games (or the next two games if it is the start of the season) as the score of the game. If neither team can fulfill this obligation, they will both be asked forfeit that game with a score of 0 to 0.

No more than 2 men can kick in a row at any point in a KLOR game.

Women are allowed to repeat in the kicking order if necessary.

The kicking order for males cannot be rearranged once the game has begun.

Late arrivals will be placed at the bottom of the kicking order.

Ghost runners are not allowed.

Base runner/Pinch Runner/Fielder substitutions are only allowed due to injury and must be of the same gender.

The Pitcher must remain as the position of the Pitcher until a play has ended.

Only team captains may dispute calls in a civil manner with the official

Team captains are responsible for verifying the final score with the official at the end of the game.

REGULATION GAMES

Away team kicks first

An inning consists of 3 outs for each kicking team.

Games will last for 7 innings, until the next game has to start or when daylight runs out, whichever comes first.

An out is described as a total of 3 kicking strikes, being struck with a ball in fair territory (without interference of a foreign object), being forced into a base that a fielding player maintains possession of, or the catching of a ball that has not touched either the original kicker or the ground first.

Games are official at the end of the 5th inning (or middle of the 5th if the home team leads.)

There is a 10 run mercy rule enforced at the end of the 5th inning and any inning thereafter (or middle of the 5th if the home team leads.) When enforced, the game is automatically over and the team in the lead wins.

The make-up schedule for any cancelled or unofficial games will be announced the following business day via the KLOR website.

If there is a cancelled or unofficial game that cannot be made up by the end of the regular season, each team will receive the average number of runs of the previous two games from the date of original scheduled game (or the next two games if it was the start of the season) as the score of the game. If there is still no clear winner decided, the game will result in a "Tie" with a score of 0 to 0.

Extra Innings are not guaranteed.

Officials can grant as many extra innings as necessary within the scheduled time slot.

If available time runs out in extra innings, the final score will be a tie

If **both** captains decide not to accept a tie, the official can judge a final challenge; thus adding one point to the winning teams' final score and deciding an official winner.

PITCHING

Pitching must be underhand only.

Pitchers must pitch from the rubber. The heel of the pitchers back foot may not leave the pitcher's mound.

As a pitched ball crosses the plate, if the ball bounces more than 6 inches above home plate (as measured by the bottom of the ball) and/or does not pass over any part of the plate, it will be considered a ball, however the player may kick the ball and he/she accepts the outcome.

If a pitch passes over any part of the plate and it is not too bouncy, it is a strike.

Pitching that is slow, easy to kick, and fun is recommended; but not required.

Warnings will be given to pitchers if pitching becomes out of control, and/or is consistently out of line with the ability of the player at the plate, this is a determination made by the official. Repeated warnings by the official can result in substituting the pitcher for another fielder on the field, this is a judgment call made by the official. The warned pitcher can still play but will not be allowed to pitch for the remainder of the game taking place.

FIELDING

Infielders are limited to 6 players (usually a pitcher, catcher, 1st base, 2nd base, 3rd base, and a shortstop). Infielders may play outside the dirt if they choose to.

Outfielders are to remain outside the dirt (~70ft from Home) until the ball has been kicked.

Infielders are not permitted to move past the pitchers mound until the ball has been kicked.

Fielders must allow base runners to reach the base they are covering. Blocking the base, as determined by the official, from base runners is strictly prohibited.

There is **NO** infield fly rule. However, if in the Official's determination, the infielder dropped the ball intentionally, to secure additional outs, the Official may call just **ONE** out. The kicker will be the out player and all on- base runners must return to the original base.

KICKING

This is KICK-ball. The ball must travel at least halfway to either 1st or 3rd. Any ball falling short of this mark, as determined by the official, will be considered a strike, however if a fielder touches the ball prior to this mark, the ball is considered in play.

Players on the field should plan to field any ball that is kicked. Final discretion of the distance of the kick rests upon the official. Likewise, the kicker should intend to run out any ball that they have made an attempt on. This includes borderline fair/foul balls.

All kicks must be made by foot/shin (below the knee). A kick made by the knee or above will be a dead ball and count as a strike.

The heel of the kicker's plant foot may not be in front of home plate when kicking. If they step in front of home plate the kick will be a dead ball and count as a strike.

Kickers may not stop the ball with their foot and then kick it. If a ball is stopped by the kicker, it is a dead ball.

A double kicked ball is described as a ball that touches a player twice before touching an opposing team member or any foreign object first. All double kicked balls are considered a dead ball and base runners cannot advance or tag up, all existing base runners are to return to the base in which they came.

If the kicker double kicks in foul territory or touches the ball in foul territory when they are hit the 2nd time with the ball - it counts as a strike. If the kicker is in fair territory when they are hit the 2nd time with the ball - they are out.

A foul ball counts as a strike whether it is the first strike or the third strike. Thus, a kicker will strike out with any combination of 3 strikes and/or foul balls.

RUNNING

Runners must stay within base line

Running past another runner is not allowed. Any runner passed by another runner is out

Fielders must stay out of the base line unless attempting to tag runner or field a kickball

If a fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases as they would've had they not been obstructed- this is a judgment call made by the official.

It is the responsibility of the runner to avoid a collision. Please save yourself and save your opponents from injury by paying attention. Ties go to the runner.

Runners can run through first base free of being tagged out unless they make a turn towards second base.

Any advancement towards 2nd base puts the player at mercy of being tagged for an out.

Fielders at 1st base must use the primary (white) base and the runners must use the safety (orange) base if they are running through first base.

Leading off base and base stealing is not allowed. Any player leading off before the ball is kicked will be called out.

Runners may tag up once a fly ball is caught to advance to the next base. As a caught foul ball is considered an out and considered in play, runners may tag up on caught fly foul balls as well. As a dropped foul ball is considered dead, these cannot be tagged up on.

Hitting a runner with the ball above the shoulder is not allowed. The runner will be safe AND advances 1 base except when the runner intentionally uses his/her head to block the ball, as determined by an official, and or the runner is ducking, diving, or sliding (i.e. attempting to dodge the ball) and is hit in the head, as determined by an official.

When the runner is hit with the ball above the shoulder level, other runners are permitted to advance to the base to which they were running, but do not receive additional bases unless forced by the advancement of the runner hit with the ball.

If multiple runners are on the same base at the same time, the fielder has the choice to tag either runner. The runner who is tagged is out, the other is safe.

Runners advance one base if the ball travels out of play on an overthrow. Advancing one base is defined as the base they are running to. If they are on a base when the overthrow that travels out of play occurs, they may advance to the next base. If the overthrow is into the outfield and stays in play, the runners may keep running until play action has ended and or time has been called.

If a ball in play touches a runner, they are out. This includes runners hit by balls kicked by their own team members.

FOULS

Foul Balls are counted as strikes.

A kicked ball that has stopped in foul territory before 1st or 3rd base will be FOUL.

A kicked ball first hits the ground in foul territory past 1st or 3rd base will be FOUL.

A moving kickball that is caught anywhere in foul territory, without interference from a foreign object will be an out.

If a fielder is in foul territory and touches a kicked ball that is in foul territory will be FOUL unless caught for an out.

A kicked ball that rolls past the outside of first or third base in foul territory and no part of the ball rolled over any part of the base will be FOUL.

A moving kicked ball cannot be called by the official, until the ball has stopped, touched, or passes/touched 1st or 3rd base. It is in the players best interest to field every ball, as a foul ball can roll back into play before 1st or 3rd bases or if a fielder catches a ball anywhere in foul territory it will be considered an out.

Any kicked ball that hits a foreign object in foul territory (i.e. tree, building, chair, table, cooler) will be considered FOUL, because the origin of the foreign object is part of foul territory it can no longer be caught for an out.

Tagging up on a caught foul ball is allowed.

Tips with Foul Balls:

- A kicked ball that initially lands/rolls in fair territory before 1st and 3rd base could then rolls into foul territory; therefore it is in the fielding teams' best interests to be with the ball and stop it while it is still moving in foul territory.
- A kicked ball that initially lands/rolls in foul territory before 1st and 3rd base could then rolls into fair territory; therefore it is in the fielding teams' to actively field any ball that is kicked.

Other RULES

No wearing of metal spikes or kicking with any footwear that may damage the kickball or cause bodily harm.

Base coaches must be a participating member of the kicking team

Any runner physically assisted by a base coach during play will be out.

No glass is permitted in Monroe County Parks.

Please keep all pets on a leash on the sidelines. Any pets on the infield are both hazardous to the fielding team and any base runners. Pets may also be hit with a kicked or thrown ball. KLOR will not be liable for any pet that is injured during game play.

Please clean up after your pet.

Challenges:

- Each team will be issued **one** challenge at the start of each game.
- Challenges can only be called by the team captain.
- Challengeable calls are those that result in a definitive outcome. Foul Balls cannot be challenged.
- A challengeable call must be close enough that it leaves room for error. In other words, a player clearly catching a ball above the waist with no one around cannot be challenged that it was not an out.
- Both of the team captains **and** the official can also agree to any non-traditional activity for a challenge, such as
 - who can kick the ball the furthest,
 - frozen t-shirt contest,
 - race around the bases,
 - etc... (this is wide open, within Monroe County Park Rule limits)
- If a non-traditional activity cannot be decided upon, Rock/Paper/ Scissors (RPS) will be used as the default.

The park is "Carry In/Carry Out." You mother doesn't work here, please make sure you clean up after yourselves. This includes all beverage containers, boxes, wrappers and any other garbage that may leave our mark on the field.

No Siren's, Megaphone's, blow horns, or obscene noise makers.

Officials reserve the right to eject any player for heckling, blatant intoxication and/or any other offensive gesture and/or act between players, teams and/or directed at the official themselves.

K.L.O.R. and its sponsors/affiliates support responsible drinking.

INCLEMENT WEATHER

KLOR will generally play in all weather conditions and rarely cancels games due to weather.

Games will be certainly cancelled due to Thunder/Lightning.

Check KLOR media outlets for all weather related updates

Weather lines:

www.rockkickball.net

www.twitter.com/K_L_O_R

www.facebook.com/pages/Kickball-League-of-Rochester

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