



## KICKBALL RULES & GAME PLAY GUIDE

## SECTION 1: BEFORE THE GAME

**UMPIRES:** League will provide home plate umpires, however, one player from each team must volunteer to be a first base umpire. If home plate umpires are unavailable, players will be requested to help. Only the captain will be allowed to speak to the ump, for any reason. If a player violates this policy, they are subject to a yellow-card. The second time, they are subject to a red-card.

**UNIFORMS:** Each player must wear a “team jersey” uniform. There are no regulations to the extent of the outfit – anything is allowed – but you must have a uniformed color and look.

**PLAYER LINE-UPS:** Teams must begin and finish with 8 players to avoid forfeit. All subsequent players who arrive late are able to join at the end of the line-up, regardless of the inning. Any player who is not present for their place in the line-up will result in an out. Any player who is a registered player and is present at the game, must be allowed to play, unless they are physically unable or violate the code of conduct. Each team will write their batting order for the umps

**HOME TEAM:** Home team will be determined by paper-rock-scissors or coin flip during round robin. For Playoff and Championship games, the higher seeded team shall be the home team.

**LEAGUE INTEGRITY:** The competitive integrity of all league play is paramount. All participants must adhere to the spirit and letter of the rules. Varsity Gay League reserves the right to remove participants for any action that is illegal, harassing, threatening, unethical, and detrimental to the success of the event or constitutes cheating at the discretion of League Officials. Refunds will not be given.

### SUB-SECTION A: SUBS

Subs are only allowed for *A, B and C divisions* during regular play. Subs must pay a fee (before the start of the game). Subs must sign a waiver. If a sub commences play without paying or signing the waiver, the sub will be dismissed from the game immediately and the team will forfeit **1 run**. It is the captain's responsibility to notify the league of any subs.

- a. No subs are allowed in the playoffs unless previously cleared through the league manager.
  - i. Any sub replacing a registered player in playoffs, permanently replaces that player until the end of the season.
  - ii. No subs are allowed in the A Division during playoffs. (**varies by city**)
    - i. The exception is if a player is legitimately injured and their replacement would be necessary for a team to compete. All replacement players must be approved by the league in the A division.
    - ii. All injured subs must contact the league with their situation.
- b. You may not have a sub play on a team if they are not actually substituting a missing player.
- c. Players from other teams in the same league are not allowed to sub for your team.

## **SUB-SECTION B: PLAYER REMOVAL FROM THE LEAGUE**

If a player misses two games (without notifying the captain), or three games (with notifying the captain) they are subject to replacement by the captains of the team and the league.

Any player exhibiting unsportsmanlike conduct, by the perspective of the umpire or league, will be subjected to a yellow-card or red-card. A player can only receive one yellow-card before receiving a red-card. Yellow cards are cumulative throughout the season. Per the ump's discretion, a player can be subjected to a red card without a prior yellow-card. Player shall be removed from current game only upon receiving a red card. League officials reserve the right to suspend and/or disqualify any ejected player for future games if behavior is deemed to be threatening in any nature to another player, umpire, spectator, tournament staff, park patron, animals or morally offensive.

Sportsmanlike conduct is expected on-and off the field and offline-and-online. Unsportsmanlike conduct can be defined by but not limited to inappropriate behavior, verbal abuse, excessive foul language, intimidation, dangerous play, intoxication and match fixing. Players removed from the league are ineligible for refunds.

## **SUB-SECTION C: FORFEIT**

Teams will forfeit their win and their runs if: players consume open containers of alcohol and are reprimanded by the Umpire (if drinking in public parks are illegal), teams have less than 8 players, OR do not provide a 1<sup>st</sup> base ump when requested. Exceptions are only available per conversation with league managers.

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## **SECTION 2: BASIC GAME INFORMATION**

Game length is 50 minutes or 7 innings. Once the game reaches the 40-minute mark, the very next top of the inning will be the last.

5-minute warm up before each game.

Same ball must be used the entire game, unless both captains agree to switch it out.

Everyone must bat. If they cannot bat, they may not play.

Batters have 4 Foul Balls, 3 Strikes and Four Balls. 9 Pitches Max.

Foul balls do not count as strikes unless the batter has 2 strikes.

Mercy Rule: If a team scores 8 runs in an inning, that inning is over.

- a. If in the last inning of a game, a team is down by more than 8 runs, the mercy rule no longer applies.

Loud music and excessive auditory sounds are not allowed if it is a distraction to the opposing team or the umpires. Players who continue will be warned and are subsequent to removal.

## SUB-SECTION A: FIELD SIZE

Field Size is 60ft from base to base.

Infield is anything within the baseline.

Outfield is 15ft behind the bases.

Crashing start line is 2/3 mark between home plate and 3<sup>rd</sup> base, or home plate and 1<sup>st</sup> base. An invisible line is draw between the two sides.

## SUB-SECTION B: PLAYER LOCATIONS

10 players on the field – 6 infield/4 outfield. If you have less than 10 players, you may place players in any positions so long as they don't violate the maximum number of infield and outfield positions. Those players are not allowed to change positions mid-inning.

Catchers location must be behind or to the side of the batter's box and may not interfere with play or cross in front of the batter's box until the ball is kicked or the umpire calls the pitch.

Players are not allowed to switch positions mid-inning, unless a player is injured.

Players must remain in or around the dugout (assuming there isn't enough room) at all times. The only exception being ONE 1<sup>st</sup> base and 3<sup>rd</sup> base coach. On-Deck batters must remain in the dugout or they may use a designated batter's box.

If a non-base coach's actions obscure the umpire's ability to call a play, the umpire may use his his/her discretion and stop play with whatever call seems just.

If any non-active player obstructs play for the opposing team (touching a ball, blocking players movements, etc), that player will receive a yellow card and play stops. Base runners will return to their previous base. If it was a fair ball, play stops, and the batter will be given a foul ball. If the play would have been an "out", the UMP will use his/her discretion and decide.

Base coaches are not allowed to touch their teammates during **active play**. If they do, **play stops**, runners do not advance, and the play will result in an out. Active play is considered complete once the pitcher has the ball.

## **SUB-SECTION C: CONTESTING CALLS**

**CONTEST CALLS:** Only captains may challenge a call. Each match, the captain of each team is allowed one CAPTAINS CHALLENGE to contest one call, stopping the clock for 1 minute maximum to discuss the play with the UMP and the other captain. At the end of 1 minute, the UMPS call is final.

- a. If a captain attempts an additional challenge in the game, the team will be penalized **1 run** for each additional challenge, and the challenge will be ignored.
    - i. If the captain persists, they are subject to a yellow card.
  - b. A contested call or challenge is any query of any umps decision that interrupts or slows the process of the game for the purposes of revising an ump's decision.
    - i. Clarification of a rule is not a challenge. However, if a captain chooses to argue the specific call, thereby halting play, this will be considered a challenge.
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## **SECTION 3: ADDITIONAL FUNDAMENTALS**

### **SUB-SECTION A: WHAT IS AN OUT?**

An opponent is tagged with a ball.

- a. If a player is tagged with the ball, they may not touch the ball. If they do, play is considered obstruction, and play stops.

An opponent received 4 fouls or 3 strikes.

- a. A foul ball counts as a third strike, if the opponent has 2 strikes.

An opponent catches the ball in fair or foul territory.

- a. If the ball is caught in foul territory, runners may advance.

An opponent tags the base, or the runner, in which the runner is forced to run to.

An opponent throws the ball at a runner and hits them shoulders or below.

- a. If they are sliding, the ball may hit the player anywhere and they will be out.

An opponent bats out of order, or a pinch runner runs out of order.

An opponent's base coach touches a player during active play.

An opponent does not utilize the safety base when running through first base. Or an opponent slides into first base.

A player illegally slides with cleats up, accidental or otherwise.

An opponent touches the game ball while in active play.

- a. If a player throws a ball at their opponent, and the opponent deflects the ball by choice or inadvertently, the player is still out, but it is not considered obstruction of play.
  - i. If the player attempts to deflect the ball after they are out, this will be considered obstruction of play, and play will end.

### **SUB-SECTION B: FAIR AND FOUL BALLS**

Fair territory is the area from home plate extending along the foul lines by 1<sup>st</sup> and 3<sup>rd</sup> base and into right and left field. Within those bounds is fair territory. Outside of those bounds is foul territory.

#### **FAIR**

Any ball that passes 1<sup>st</sup> or 3<sup>rd</sup> base while in fair territory. This includes over the 1<sup>st</sup> or 3<sup>rd</sup> base and touching a fraction of the base.

- a. If the ball is deflected into foul territory, from fair territory, it is still fair.

#### **FOUL**

Any ball that passes 1<sup>st</sup> or 3<sup>rd</sup> base while in foul territory.

- b. If, at any time, a ball enters foul territory from a direct kick, the ball is considered foul.
- c. If a ball is deflected from foul territory into fair territory, the ball is still considered foul.

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## **SECTION 4: GAME PLAY**

### **SUB-SECTION A: PITCHING**

The strike zone is 1 ball length on either side of the plate (32" total – 12" plate and 10" on either side of it), or 6" or under in the air. As long as **ANY** part of the ball crosses the strike zone on either side of the plate, it is considered a strike.

- a. The strike zone is the front of the plate only.
  - i) If a ball lands on the plate on the second bounce, regardless of whether it's the front of the plate or the back of the plate, it will be considered a strike.
  - ii) If a ball is a ball at the front of the plate, it will be considered a ball, unless the batter attempts to kick the ball.
  - iii) If a ball is a strike at the front of the plate, it will be considered a strike, unless the batter attempts to kick the ball.

Pitches must be released at the pitcher's mound.

- a. As some parks have obstructions towards the pitcher's mound, the mound may be moved to accommodate any field difficulties.
  - i. The mound will be marked with a cone or a visual object.
- b. Any pitch not released at the mound will be considered a ball.
- c. Pitchers may take an additional step over the mound due to momentum of their release. However, the ball still needs to be released at the mound and the back foot needs to be on or behind the rubber.
  - i. If the pitcher releases the ball in front of the mound, the pitch will be considered a ball.
- d. The pitcher must release the ball at the mound, not to the side.

Pitchers must release the ball in a timely fashion. If the pitcher is perceived by the ump to be stalling, they are subject to a yellow card.

If the ball is bouncing, it must bounce at least twice before crossing the plate. The second bounce may be on the plate to be a legal pitch.

- a. If a kicker decides to kick a one bounce pitch, then the ball is active and in play.
- b. If the ball is bouncing when it crosses the front of the plate, the ball must be equal to or less than 6" high, otherwise, the pitch is a ball.
- c. If the ball is bouncing upwards or coming downwards **at the front of the plate** and is at the 6" mark, it should be considered a strike.

If the pitcher's first four pitches are balls (and called balls), the batter takes 2 bases instead of 1.

If the batter has 2 strikes, if the next pitch is a strike or a foul ball, the batter will be considered out.

New pitchers are allowed 2 warm up pitches. This only applies only to the 1<sup>st</sup> time they pitch.

There is no height minimum or maximum for a bouncing pitch, but for it to be considered a strike, it must be at 6" or less as it crosses home plate, or the 2<sup>nd</sup> bounce must be on the plate.

### **SUB-SECTION B: KICKING**

Kicking the ball in front of the plate or kicking the ball at the knee or above is considered a foul ball. If the ball is caught by the opposing team, it is considered an OUT and the play is considered live.

Kicking the ball behind the batter's box is considered a foul ball as well.

Kicking the ball in front of the plate is where the contact with the ball occurs when kicking.

You must kick the ball within the batter's box (32" wide by 42" deep). Any further and the call will be considered a foul ball. If the UMP calls a ball or a strike and the kicker then kicks the ball, the UMPs previous call stands and the kick is invalid.

- a. You may kick the ball outside the batter's box if the pitch is wide (or outside the batter's box) so long as the ball is not 3.5ft or further.

A kick is defined as a leg in motion. If the leg does not move forward, it is not a kick and will be called as whatever the pitch would be if contact was not made. Trapping the ball is considered a foul.

If a kicker attempts to kick and makes no contact with the ball, then that pitch is considered a strike. **This includes missing the ball, but the ball hitting your stationary or back leg.**

If a batter bats out of order, it is considered an out. Any runner in the line-up who is not present for their turn at bat will be considered an out. A pinch runner who is running out of order will also be considered an out. Please see the pinch runner section for more information.

A double kick in the batter's box is considered a foul ball and a dead ball.

### **SUB-SECTION C: RUNNERS**

You may run through first base only. If you overrun any other base, you are at risk for being tagged out.

You must use the safety base when running through first. If you do not, you will be called out (unless base is obstructed.) If you plan to advance to 2<sup>nd</sup> base, you do not need to use the safety base. (Your intent must be clear)

- a. If, per umps' discretion, that you show an attempt or intention to run to second base, either by turning right and advancing towards 2<sup>nd</sup>, then you are no longer considered overrunning and can be tagged out. To be considered safe, you must return to first immediately after overrunning.
- b. If you overrun a base, the opposing team must TAG you with the ball, not tag the base. Once a player overruns the base that was considered a forced, they can only be tagged out.

Running out of the baseline is considered an out and play will stop.

- a. As running out of the baseline can be considered obstruction of play, without clear instruction from an umpire, play will stop and runners will not be able to advance further.

If a player is in the baserunner's path and is not actively going to collect the ball & obstructs the runner cause them to get out, the player will move back to their previous base or to the next if the previous base is unavailable. If the player is actively making a play, then whatever actions happen stand.

Avoid colliding with other players/basemen. If a baseman is blocking the plate, do your best to not knock them over. We are not here to injure people.

You may not steal bases or lead off. You may only leave the base once the kicker makes contact with the ball. Leading off of the base before the kicker makes contact will result in an out.



Tie goes to the runner.

If there is a forced out for the last out of the inning, no runs scored will be counted.

- a. Force out includes tagging the base the runner is advancing to, or tagging the runner/base if they are forced to run. This includes ALL BASES.
- b. If a runner is tagged with the ball going to 2<sup>nd</sup> or 3<sup>rd</sup> or home, but were not required to run, if any runs have scored, these will be counted.
- c. If there are 2 outs in an inning and the ball is kicked in the air and the ball is not directly and decisively caught and is instead bobbled, and a runner scores ; i.e, a runner advances from 3<sup>rd</sup> base to home plate before the player completes the catch, - the run will score.

#### **SUB-SECTION D: BASE PLAYERS**

Base players will do their best not to obstruct the path of the base runners while making active plays, however, a base player is not obstructing play by making a play for a ball.

- a. Base players are recommended to stand on the outside of where plays are being made, to avoid collisions with players and injuries to themselves,
- b. Catchers are recommended to stand in front of home plate as opposed to standing in the baseline.

Base players must tag a runner when there is no force at the base, or when a player over runs a base other than the runner's advancement to first base from home plate.

#### **SUB-SECTION E: CRASHING THE PLATE**

Once the ball is pitched, any player in the field may advance towards home plate. However, no player may be in front of the pitcher – meaning if you “crash” home plate, the pitcher must do so as well.

- a. If a player advances in front of the pitcher, the pitch will be considered a ball and the play is over, regardless whether the player kicks the ball or not.
- b. Basemen are allowed to be two-thirds the distance of the baseline close to the kicker.  
Note: The pitcher's mound is two-thirds the distance of the baseline. The cone or marker closest to 3<sup>rd</sup> base is the designated 2/3's mark.
  - a. This line extends from 1<sup>st</sup> to 3<sup>rd</sup> base and can be marked by cones.
- c. Pitcher may not crash any further than 3 feet before the plate. Otherwise the action will be considered obstructing the player's ability to kick the ball. The pitch will be considered a ball.

## **SUB-SECTION F: TAGGING UP / FIRST CONTACT**

A runner may tag-up and advance to the next base **as soon as the ball is touched by a defending player**. The defender does not need possession of the catch for the runner to tag and run.

- a. If a player is off the base, and the first contact is not a catch, but ultimately becomes a catch, the player must tag up.

## **SUB-SECTION G: END OF PLAY**

Once the pitcher has the ball and one foot is on the pitcher's mound, the play stops, and the umpire will call time. Runners must go back to their previous base, unless they are more than halfway, in which case they will be awarded the base to which they were advancing.

Once the umpire calls time the play is dead and the pitcher cannot decide to throw to a base or go after a runner. If they do this after the umpire calls time, nothing counts, regardless of the outcome at the base/with the runners.

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# **SECTION 5: VARIABLES THAT CHANGE PLAY**

## **SUB-SECTION A: OVERTHROW**

### **1 BASE MAXIMUM**

If a player over throws at first base, that runner is allowed only 1 extra base. However, if there are runners on other bases, those runners may advance more than 1 base.

- a. An overthrow is when any player makes a throw to the 1<sup>st</sup> baseman for the purposes of a force out.
- b. The overthrow rule does not count when throwing the ball at the runner. If a player attempts to hit the runner with the ball, and misses, the player may advance past the one extra base.

## **SUB-SECTION B: BALL OUT OF PLAY**

### **2 BASES MAXIMUM**

If a ball falls out of natural play (into the streets in a dug out, into a trash can, etc) regardless whether a player threw the ball or it was kicked, the runners are only allowed to advance a maximum of 2 bases.

- a. If the ball falls out of play and it is deemed intentional by the ump as an effort to prematurely end the play, it is the ump's discretion to decide if the play should be allowed to continue.

### **SUB-SECTION C: PINCH RUNNERS**

If a batter is able to kick, but not run, they may have a runner for them. This runner is the player in the lineup who made the last out. In the first inning, the last batter in the batting order shall be the courtesy runner. The pinch runner must start to the right of the back of the batter's box. (left foot on the back cone)

If a batter utilizes a pinch runner, they may not run for themselves for the remainder of the game.

If the pinch runner advances before the ball is kicked, it will be considered a foul ball.

If the batter interferes with play of the ball as the pinch runner is advancing, the runner will be considered out.

- a. Interference includes obstruction of play, touching the ball, moving forward from the batter's box (as opposed to moving towards the dugout), or blocking the ump's ability to make a call.
- b. If the pinch runner is out of order (i.e. not the last out or the last person on the kicking lineup in the case of the first kick of the game), play will be considered the same kicking out of order and the kicker will be out.

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## **SECTION 6: SAFETY FIRST**

### **SUB-SECTION A: SLIDING**

Sliding is allowed, but at your own risk. You cannot slide into first base. The league does not advocate risking your health without proper training or gear for sliding. No metal cleats.

- a. Your feet must be pointed towards the ground.
- b. You may slide hands first.
- c. If you are perceived to be using your cleats to endanger other players, you will be ejected from the league.

### **SUB-SECTION B: INJURIES**

If a player is injured during the game, play immediately stops. Time will stop, and the player's health will be managed as a priority. The game will continue once the player has been safely removed from the field. The ump's will complete the game with the time allotted, and if able, make up any lost time.

- a. If the player would have been out before the injury, the player will be considered out.

- b. If the player is in the outfield, play will stop, and all runners will remain on their current base, or base they advanced too.
- c. If the player is safe but unable to continue in play, the last player out may take the player's place as a runner.

If any player receives an injury to the head resulting in dizziness, mobility issues, confusion, or otherwise physical impairment, the league is obligated to call 9-1-1 per our concussion policy. The injured player, once treated, is not allowed to return to play without a doctor's note.

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## SECTION 7: GAME RULES BASED ON PLAYOFFS OR MULTIPLE GAMES

### SUB-SECTION A: MULTIPLE GAMES ON SAME FIELD

The following applies if there are multiple games being played on the same field, and a player/ball interferes with the other game:

- a. If a ball goes into play of another game *and* the play is active in the other game, or the ball hits another player on another team, the play stops immediately, and the ball is considered a ground double for all players. If play is not active, play continues.
- b. If a player hits another player accidentally (while running for a ball) and play is obstructed, the ball will be considered a double and play stops.

### SUB-SECTION B: PLAYOFFS

In the event of teams having tied rankings going into playoffs, final standings will be based on the following tiebreaker structure:

1<sup>st</sup> tiebreaker: Head to Head matchup / 2<sup>nd</sup> tiebreaker: Point Differential / 3<sup>rd</sup> tiebreaker: Total Points

If all teams with the same record **DO NOT** have an equal Head to Head matchup (i.e. 4 teams with the same ranking but only two have a head-to-head to evaluate), **ALL** teams will move to Point Differential to establish the tiebreaker. If there are teams tied with Point Differential, then tiebreaker will move to Points Scored for those teams.

For the purposes of the Head to Head tiebreaker, if two teams have the same standing and played during the regular season and the game resulted in a TIE, then the tiebreaker for playoff ranking will move to Point Differential. If 3 teams have the same ranking and all three played each other and one of the three games resulted in a tie, the tie breakers would be:

### SUB-SECTION C: OVERTIME / TIE GAMES

One pitch rule shall be applied: The last batter of the previous inning shall be placed on 2nd base. Each batter gets 1 pitch. The inning will play as normal with 3 outs.

Foul ball: Caught or dropped = OUT

Strike: Swing or Called = OUT

Ball: Batter is awarded a walk.

Batted Ball: Outcome of play.