

# Lackawanna Kickball Rules 2022

## The Field

The kickball diamond is a square with equal sides of 60 feet.

The Strike Zone extends one foot on each side of Home Plate, and is one foot high. There will be a box around the plate, (one foot to the left and one foot to the right) which marks the strike zone. If any part of the ball falls within the zone, or hits the line, then it is a strike. (see pitching /catching for bouncing rule).

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**There is a bunt line, half way between home plate and the pitcher's mound. All female kicks must pass this bunt line. All male's kicks must pass the 1<sup>st</sup> base to 3<sup>rd</sup> base line.**

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## Teams

Teams consist of a maximum of 10 players on the field, with a minimum of eight players, with no more than five guys on the field at any time. If a team does not have five females, they must play one male short.

## Fielding

A full team of 10 players shall have 6 infielders and 4 outfielders. Fielders MUST be configured with 3 males and 3 females in the infield, and 2 males and 2 females in the outfield. There are no restrictions to how the players line up in the field as long as those rules are adhered to (eg. Outfield does NOT have to align Male-Female-Male-Female).

## Batting Order

The batting order is set and cannot change throughout the game. EVERY KICKER must be entered on the line-up sheet. If teams wish to assign two batters to a spot in the batting order, they are permitted to do so, provided that they are both of the same gender. These players DO NOT need to alternate turns. They can break down who kicks when as they see fit, provided they remain in THEIR SPOT in the batting order for the entirety of the game. New or late arriving players can be assigned to share a spot in the

order with another player. Fielding positions can be changed between and during innings as long as no more than five males are on the field.

Each team shall kick male/female/male/female etc. Two males may never kick back to back. Females can kick back to back. There is no limit to the amount of kickers. A team may kick their entire roster, as long as they continue to alternate male/female or several females in a row. Males may never kick back to back.

### **Injuries**

Teams will be allowed to substitute freely in case of a player injury. This rule is not to be taken advantage of. This is a RECREATIONAL league. Treat it as such and play within the spirit of the rules.

### **Regulation Games**

Games will last for seven innings, with the game being official after five innings, (4 ½ if the home team leads). No new innings will begin after 46 minutes have elapsed.

Unlike baseball, there are no extra innings. A game can end in a tie, except for playoffs, which must be decided in extra innings.

Any team that is not ready at game time automatically becomes the visitor and kicks first, so the game starts on time. If that team gets three outs, and still does not have the minimum number of players to take the field, the game becomes a forfeit.

There is a limit of ten runs per inning, except in the last inning. If ten runs are scored, the teams switch sides and the kicker who was on deck starts the next inning.

### **Pitching & Catching**

No bouncing of the ball to the kicker higher than one foot (as measured from the bottom of the ball). If the ball is bouncing higher than one foot off the ground, at any point past the female bunt line, before it reaches the plate, then it is a ball. However, the kicker does have the option of kicking a bouncing ball if he/she wishes.

If the pitch touches the lines around the plate, (and meets the conditions above), it is a strike.

The pitcher must stay within three feet of either side of the mound until the ball is kicked. If the pitcher crosses outside of the pitching area, a ball will be called. The kicker does have the option of kicking the ball if he/she chooses.

A pitcher is allowed one step towards or off the mound (no runs ups).

Defensive players must be behind the bunt line until the ball is kicked. The catcher must be positioned at least five feet behind the kicker and the plate until the ball is kicked. The catcher cannot interfere with the kicker.

### **Pitching Speed**

Pitching must be underhand only. The ball must be pitched SLOWLY to allow it to be kicked. It is the umpire's discretion if the ball is being pitched too fast, and will be called a ball. The fun of the game is to field the ball and play defense, striking out players takes the fun out of the game and is discouraged.

### **Kicking & Fielding**

The ball should be struck with the foot, but it is not necessary. If a ball is with the leg, below the knee, it is a good kick. If the ball is kicked at knee level or above it is a strike. (The kicker should have let the ball go, it would have been called a ball because it bounced higher than 1 foot.)

The ball must be contacted with the foot BEHIND the home plate line (the front of home plate, closest to the pitcher). If the kicker contacts the ball past the front home plate line, it is a strike. If it pops up in the air and is caught, it is an out.

MALES MUST KICK THE BALL PAST THE 1<sup>ST</sup> BASE TO 3<sup>RD</sup> BASE LINE. MALES CANNOT BUNT. Any kick that does not reach the respective line, when it comes to a complete stop, will be considered a foul. If the ball is fielded before it reaches the line, it is considered fair and in play.

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**There is a bunt line, half way between home plate and the pitcher's mound. All female kicks must pass this bunt line. All male's kicks must pass the 1<sup>st</sup> base to 3<sup>rd</sup> base line.**

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If a fly ball is fielded near the foul line, the ball is declared fair or foul depending on where the ball is when it is touched, not where the infielders feet are.

A ball should be fielded by the defense and thrown to team mates. A kicked ball by the defense is still considered to be in play, even though it is not the ideal way to field the ball. An offensive player struck with a kicked ball when running between the bases is NOT out.

### **Runners**

Runners must stay within the base line. Fielders must stay out of the base line unless they are attempting to tag the runner or catch the kicked ball. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline.

If a fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases as they would have potentially earned had they been able to run unobstructed. This is a judgment call by the umpire.

It is the responsibility of the runner to avoid a collision. Please pay attention to avoid injuries to all.

No leading off base, or stealing is allowed. A base runner leading off base before the ball is kicked is out. Hitting a runner in the head is not allowed and the runner is safe, except for the following:

- \* If the runner intentionally uses the head to block the ball (runner is out).
- \* If the runner is ducking, diving, sliding or attempting to dodge the ball and is hit in the head, the runner is out.

If a runner intentionally hits or kicks the ball out of bounds after being tagged out, the ball is dead and all runners must return to their original bases.

Runners may tag on all fair and foul balls. In a tagging situation, the runner may leave base as soon as the ball is FIRST touched by a member of the fielding team.

On an overthrow, all players may continue to advance provided the ball is still in play. The ball is dead if it touches sideline players, spectators, equipment, or goes out of bounds.

When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The tagged runner is out and the other runner is safe and may stay on the base.

## **Outs**

A count of three outs by a team completes the team's half of the inning. An out can be recorded by throwing the ball to the base for a force or tag out, or by hitting the runner below the head or neck. Hitting the base with the ball does NOT count as an out. If a runner is hit with a ball that bounces, the runner is out. Third strike foul is an out.

## **Umpires Calling Time**

When the ball is in the infield and no runners are between the bases, time will be called by the umpire, which signals "time out" in which no runners can advance. If the pitcher is within five feet of the mound, the Umpire will call time and all runners not moving must step back to the base.

### **Other Rules**

If a rule is not otherwise stated, standard softball rules apply.

There is no infield fly rule, unless the fielder intentionally drops the ball in an attempt to turn a double play. That will be ruled an unsportsmanlike touch and all players will advance.

Check with your umpire before the game begins to understand the out of bounds area. The ball is dead in the out of bounds area and will stop play.

Any base runner who approaches a fielder, and screams in their direction in order to get that fielder to drop a playable ball, will be called out, and all runners will go back to their base.

Most importantly, please keep in mind that everyone has entered this league to have a good time. This game is meant to be fun and enjoyable, and no players will be allowed to participate if their goal is to undermine that enjoyment. Let's play responsibly, safe, and be courteous to one another.

### **Special "Avoiding a Forfeit" rule**

If a team will not be able to field a full team, and they will forfeit, they may borrow players from other teams **IF the opposing team gives consent to the players being borrowed**. If they agree, the game will count as an official game, and no protests will be considered. They have the option of not allowing the use of non-rostered players and taking the forfeit win. The Lackawanna Kickball league's goal is to have fun, so forfeits are discouraged.

**WELCOME TO THE LACKAWANNA KICKBALL SEASON! HAVE FUN!!**