



2018 KICKBALL RULES

1. TEAMS/PLAYERS:

- [1] Rosters may have up to 20 players. All players must be included on the official Legends Team Roster and turned in with signatures. Rosters may be updated any time up to week 5; rosters are then locked.
- [2] Players may sub for one additional team during the regular season. No subs allowed in Playoffs.
- [3] Teams will have a 10-player maximum in the field on defense and starts when both teams meet the 7-player total/3 female minimum. A team can add late arriving players to the bottom of their lineup as they arrive up to a maximum of 13. If a team doesn't meet the 7/3 minimum after 10 minutes, a forfeit can be declared. If a team has ten or less players in the lineup, all players must play defense.
- [4] Continuous lineup is allowed up to 15 players. For example, if you have 12 players at the start of the game, you may put all 12 in the kicking lineup. At least 3 females must kick in the first 10 spots. Any of these kickers can play in the field at any time if you keep to the 7-male max / 3 females minimum. If a rostered player shows up after the game has begun they can be added to the lineup. Late arriving player(s) must play the field first and can only sub for one player already in your starting lineup.
- [5] There is no male/female kicking order rule other than 3 females must kick within the first 10 spots.
- [6] Catcher is mandatory.
- [7] Players can be substituted for once they have kicked. A kickers spot in the lineup may not change.
- [8] An ejected player removed from the game cannot be replaced with a sub. The ejected person's lineup spot will be called an out. The team must notify the umpire when this out is to occur or their 1/2 inning will be over.
- [9] A 15 run mercy rule will take effect after the losing team has kicked at least 5 times. The home team, if losing, will always get their kicks in the bottom of the inning.
- [10] Roster Check: The team in question must hand in their final lineup card to the umpire prior to leaving the field. Legends management will verify using the official roster, any player in the lineup not on the roster during the game will be considered non-rostered (unless allowed under the sub rule-regular season) and the game may result in a forfeit.

2. FIELDS:

- [1] Legends management will determine if the fields are playable each day. Teams are advised to check www.legendfields.com homepage and Players will receive a text and/or email message in the event of a cancellation.

3. ALCOHOL POLICY

All sports participants at Legends Fields will agree to and sign the Legends Alcohol Policy that states that all beverages containing alcohol can not be brought into Legends Fields. Participants and spectators that violate this Policy will be asked to leave the complex. Repeated violators will be banned from Legends Fields. Legends Fields Management; Champions Events Services LLC has secured a Beer-Cider permit for the guests and will monitor the sales and consumption of alcohol as agreed to with the City of Oswego and Oswego County Officials.

4. EQUIPMENT:

- [1] All games shall be played with an 8.5-inch Official WAKA rubber kickball. Kickballs are provided before the start of each Game.
- [2] Footwear: metal spikes/cleats are not allowed! NO EXCEPTIONS—rubber / plastic bottomed cleats, turf shoes and sneakers are allowed. NO Boots, sandals, flip flops, bare feet allowed.
- [3] Uniforms: Teams are encouraged to wear matching shirts that are the same color.

5. OFFICIATING:

[1] Umpire Fee- \$13.00 for all divisions. Teams pay at the plate before the start of play before each game.

Playoff games will have 2 umpires and teams will pay the umpire \$15.00 per game.

[2] Umpire has final say on all calls., PERIOD.

[3] Umpires may eject players for unsportsmanlike behavior. Any player ejected for any reason must leave the park immediately and will be suspended for 1 week and must pay the league a 50.00 re-instatement fee before they play in another game. Subs can't be used for an ejected player. If an ejected player was subbing with someone, neither player can kick but the non-ejected player can still play in the field. Any player ejected from league play twice will be suspended for the season. Any physical contact with any player, umpire or spectator will result in immediate dismissal from Legends Fields for life. Umpires will summon law enforcement & charges will be pressed when necessary. Ejected players must leave the park immediately. Game will resume when ejected player has left the park.

[4] Any occurrences which are not covered in the rules shall be settled by the Umpire or Legends Staff.

6. REGULATION GAMES:

[1] A regulation game shall consist of 8 innings.

[2] No new inning shall start after 55 minutes from the scheduled starting time of the game, regardless of the actual start time. If a game runs late, the next game will still get their full 55 minutes.

[3] A game is considered official once the losing team has kicked 4 times.

[4] TIE BREAKER: games may not end in ties. In extra innings both teams will start with runner on second and third base with one out. The last two players with recorded outs will be placed at second and third base in order of their lineup.

[5] Called games (weather) will be played at a future date, prior to playoffs. Any games not re-played shall be counted as a tie in the standings.

[6] The "Away" team will kick first. The "Home" team kicks second and gets last-at-kicks. The Home Team is always listed 2nd on the schedule.

[7] Games cancelled due to weather will first be scheduled on the day the league usually plays on. If a make-up game is not possible on the leagues normal night because of multiple cancellations, the game will be scheduled for a weekend day. Games may get cancelled indefinitely, no refunds will ever be issued in case of cancellations due to weather.

7. PITCHING:

[1] A legal pitch must be rolled underhand.

[2] Pitchers are expected to roll pitches that are easy to kick. Curves, bounces and excessive speed can make, in the umpire's judgment, a non-kickable pitch. Unless kicked, the umpire will call a non-kickable pitch a ball.

[3] The umpire will determine whether the pitch is "kickable". As soon as the umpire decides that the pitch is too fast or bouncy he will announce "Illegal Pitch". The kicker now has the option to not kick it and have a ball called, or kick it, making it a legal pitch, and take the results of the play.

[4] Pitcher must pitch within 3 feet of the center of the encroachment line midway between 1st & 3rd base. One step over the line is NOT permitted as the pitch is released. A multiple step delivery is also not allowed.

[5] Once the ball is pitched the pitcher may not advance forward until the ball is kicked. Lateral movement by the pitcher is acceptable, if there is no encroachment.

[6] Once the defense is in possession of the ball in the pitchers' zone and is not making a play OR once play is over as judged by the umpire time will be called. Base runners can only advance to the base they were going to if unoccupied.

8. STRIKES – BALLS – FOUL BALLS

[1] The strike zone consists of home plate along with a line extending 18 inches on both sides of the plate.

[2] A ball kicked foul, not kicked beyond the kicker's line or swung and missed will be called a strike.

[3] 3 strikes of any kind; kicker is out

[4] A "ball" will be called on any pitch not swung at that does not pass through the strike zone.

[5] A pitch not meeting the requirements in Section 6 will be called a ball.

[6] Three called balls will result in a free kick. The ball will be placed on or behind the strike line; wherever the kicker chooses. The kicker must kick a fair ball beyond the kicker's line or will be called out regardless of the number of strikes.

[7] Foul Balls: Position of the ball when touched, not the position of the fielder— determines fair or foul.

[8] Fielders may reach over the overthrow line to catch foul balls; their feet cannot touch the dead ball/out of play line. If the ball is caught and controlled before stepping over, the ball is dead.

[9] The umpire will NOT say fair but will point towards fair territory. Foul balls will be verbally called.

9. PLAY COMPLETION

[1] There are 3 ways for a play to end:

- The umpire decides that no further play will/can happen. Time will be called.
- The defense has the ball around the mound and makes no attempt at further action and time is called.
- The ball touches or goes beyond the dead ball/out of play line, a player in possession of the ball touches/goes beyond the dead ball line, or over the fence.

10. OUTS

[1] The kicking team gets 3 outs per inning. An out results due to the following:

Three strikes. A ball caught on the fly. Base runner is forced out. Someone called out due to interference or on an appeal. A missing 3rd female player. Base runner is hit with ball while not on base, or while on a base if forced.

[2] An ejected player will be an automatic out when their spot comes up. You must notify the umpire when their spot comes up. If you do not notify the umpire it will result in the 1/2 inning being over.

[3] A force out involves the fielder touching the base or runner with the ball before the runner reaches the base that he/she must advance to. If the 3rd out of the inning is a force out, no runs scored on the play will count.

[4] Infield Fly Rule- IN EFFECT. Example: runner on first base, kicker kicks a pop up in the infield; the umpire determines that the ball is catchable; the kicker is called out, the runners can-not advance. This is a safety Rule/

11. OVER THROWS & DEAD BALLS:

An overthrow is a ball that has been thrown or kicked by the defense, or deflects off a runner, touches or goes completely beyond the dead ball/out of play line. A dead ball is called. Bases are awarded to the runner as follows:

[1] A FAIR KICKED ball that goes out of play: 2 bases from the start of the play for all runners.

[2] An overthrow that goes out of play; runners are awarded one base from the last base that they were at. The direction that they were running does not matter.

[3] An intentional overthrow, whether thrown or kicked by the defense, to stop runners from advancing: 2 bases from the time that the ball goes out of play.

[4] An overthrow out of play at first base on the initial play on the kicker at first base: 2 bases for the kicker, one base for the other runners at the time that the ball goes out of play.

[5] 2 runners between the same 2 bases when the ball goes out of play: award is based on the lead runner; trailing runner does not push the lead runner.

[6] If a caught fly ball is then carried over the dead ball line or the defender touches the dead ball line, the play is dead. All runners advance 1 base.

12. APPEALS - Umpire

[1] An appeal can be made if a runner misses a base or left early on a caught fly ball. The appeal may be made by coach.

[2] A "dead ball appeal" is made after time has been called. Simply announcing the appeal is all that is necessary. The appeal must be made before the next pitch. NO LIVE BALL APPEALS ALLOWED.

[4] An appeal that creates a force out, if the third out will negate any legally scored runs on the play.

[5] If the appeal occurs on a tag up play and results in the third out, runs scored before the appeal will not count.

[6] If the appeal is for a runner missing a base, and it's the third out, legally scored runs will count if the appealed out was not a force out.

13. FIELDING:

- [1] The encroachment line is a straight line running between first and third base. No fielder is allowed over the line until the ball has been kicked. Once kicked a fielder may advance with an attempt to make a play.
- [2] If a fielder does encroach and gets an out, the play is dead, kicker awarded 1st base and no out will count. Forced runners will advance. If no out is made on the initial play, the kicker/runner and any other runners will be protected only to their base.
- [3] If the encroaching fielder touches a kicked ball short of the kicker's line, the kicker will be awarded first base.
- [4] An encroaching player who does not make a play will be issued a team warning. Any subsequent encroachments by any team member will result in all runners being safe. Ball must be kicked.
- [5] All fielders playing in the outfield, must remain in the outfield and may not move towards the infield until the ball has been kicked. The infield can only have 6 players in it to start any play. Outfield area is at least 40' behind the bases.
- [6] Catchers must stand behind the kicker; any interference will result in the kicker being awarded first base.
- [7] Fielders covering first base must be in contact with the white half of the base; stepping only on the orange half will not count as an out. Collisions should be avoided. If you are not making a play, get out of the way.
- [8] A fielder without the ball who impedes a runner, with or without contact, is guilty of obstruction. The runner, if put out, will be safely awarded the base they were heading to. The obstruction call is waved off if the runner had safely reached the base; they can be put out if they attempt to advance.