



2017 Season
Co-Ed Kickball League and General Information

Purpose and Scope of This Document

This Rulebook and Registration Information booklet is intended to give all participants a broad overview of how the league operates and explain most rules and procedures that govern the league. This document is not intended to cover every last detail, such as dates and times of Postseason parties, schedules for each team, and various other procedural and administrative items. Many additional details for the league will be disseminated via e-mail and on the Breese Stevens Field website, so please check both frequently. If you have a SPAM filter on your e-mail, please add ava@breesestevensfield.com to your list of safe senders to ensure you receive all e-mails pertaining to the league.

Code of Conduct

Breese Stevens Field does not tolerate discrimination, racism, sexual harassment, unwelcome sexual advances, violence, threats, or any other type of behavior that may in any way make any member feel uncomfortable or threaten his or her health and well-being. We expect all members to treat each other with respect and abide by common rules of decency and good sportsmanship.

Team names must not be offensive toward any race, nationality, gender, or any other group of individuals. They must also not contain profanity. Please use tact and common sense when choosing a team name. Breese Stevens Field reserves the right to reject any team name it finds offensive. Creative and funny names are encouraged; offensive ones will not be allowed.

During play, all participants must refrain from taunting, name-calling, put-downs, intimidation, and violence toward teammates and opponents. Everyone makes mistakes, and we will not tolerate criticism or intimidation of any of our members due to differences in skill level or any other factor. Coaching, tips, and helpful hints are welcome, provided they are relayed in a constructive and friendly manner.

All members are encouraged to report offensive behavior to the League Manager, Ava Janssen, via email at ava@breesestevensfield.com. All reports will be kept anonymous and taken seriously, and appropriate action will be taken if deemed necessary, including, but not limited to warnings, suspension and removal of the offending individual from the league.

Registration and General League Information

- Registration is only available online through the provided link found [here](#)
- Only full teams can be enrolled in the league, i.e. there will be no free agent enrollment.
- Captains must indicate the team's preferred headband colors when registering.
- Teams will be accepted on first paid, first enrolled basis. If necessary, a cutoff date for registration will be announced on the Breese Stevens Field website and Facebook page.

- Team captains are responsible for collecting payment from team members and the full registration fee must be paid before the start of the season in order to participate.

Prizes

The League Champions will be provided with Breese Stevens Field Champions t-shirts. Other prizes and rewards will be determined as the season progresses. League champions and runner ups will be awarded with the following at the end of playoffs:

- League Champion: \$100
- Runner-up: \$50

Headband Pickup

Each registered team will be provided with 12 headbands. Headband colors will be assigned on a first registered, first awarded basis. Headbands will be available before the start of the season and captains will be contacted regarding pickup days and times.

Rules and Regulations

1. General Rules

- A. All games in the league shall be governed by the rules outlined herein.
- B. Kickball is meant to be a social sport, but since play may become intense at times, please try to remember that we are here to have fun. Please refrain from any action that is considered poor sportsmanship. Such actions include, but are not limited to: arguing with umpire's calls, running into other players in the field, and yelling at opposing players in an attempt to distract them.
- C. Players must respect the authority of the umpires to regulate the games and abide by their decisions. Umpires have the authority to eject players from the game for detrimental conduct. All decisions of the umpires are final. Any situations not specifically covered in the rules are up to the discretion of the umpire.

2. Team Size and Forfeits

- A. Teams will consist of 10 players in the field, with no more than 12 players per team. Eight players must be present to start and continue each game. If a team wishes to add a player (or players) after the start of the game, the players may be added at the end of the kicking order.
- B. If a player leaves a game for any reason and no substitute is available, or a team is shorthanded, the game may proceed as long as there are at least 8 players present.
- D. If a team is not ready to play at game time, they may play shorthanded with the opposing team's consent. The opposing team has the option to accept the forfeit win or allow the opposing team to play shorthanded.

All rules listed above may be disregarded if the opponent agrees to let the team play a legal game with players who violate any of the above the rules. Any forfeits must be agreed upon

before the start of the game and the umpire scorecard must be signed by both captains acknowledging the forfeit.

3. Equipment

A. Team headbands are provided by Breese Stevens Field. Players must wear shirts and shoes at all times while on the field. No sandals or open-toed shoes of any kind are permitted.

B. Metal cleats are not allowed. Umpires are permitted to inspect the cleats of all kickers. Baseball and Softball cleats are permitted as long as cleats are plastic.

C. The league will provide the official 10" game ball. No other ball will be used.

4. The Playing Field

A. The kickball field consists of one standard softball fields.

B. There will be three kickball fields in play at a time.

C. The strike zone extends roughly 18 inches on both sides of home plate and to mid-shin on a player's leg. The chalk line is part of the strike zone and a ball rolled over the line counts as a strike.

D. There are safety bases at first base and home plate. The fielder at first base must stand on the white portion of the base, while the runner must run to the orange portion of the base. The catcher must stand on home plate while attempting to field the ball; the runner must run to the black mat. If a defensive player blocks the area of the base to which the runner is going, the runner will be safe.

5. Officials

A. All games will be officiated by an impartial umpire supplied by the league. The umpire governs all game playing issues and has authority for final rulings.

B. The official will also be in charge of keeping score and submitting final scores at the end of each game.

6. Pitching

A. No bouncy pitches are allowed. Any pitch that is higher than mid-shin (at the umpire's discretion) is considered a ball. Curves are allowed. There is no limit on pitch speed.

B. The pitcher must keep one foot on or behind the pitching rubber when rolling the ball, and must be within a reasonable distance of the pitching rubber if he or she does not start on the rubber. The umpire has the right to determine a reasonable distance and tell the pitcher to move closer to the rubber.

C. The umpire may award balls to the kicker if the pitcher is taking too long to pitch or delaying play.

7. Kicking

A. The foot or lower leg must make all kicks. Bunting is allowed by females only. When a male is at bat, a kicked ball must advance past the chalk line between home plate and the pitcher's mound to not be considered a bunt. A ball not crossing this line will be a strike. Any player may pick up the ball in this area when a male is kicking, which will result in a strike being called as soon as the ball is picked up. The line itself is still considered foul.

B. All kicks must occur at or behind home plate. A kick in front of home plate will be ruled a strike and a re-kick will occur, with any runners on base returning to the base they occupied before the kick. The kicker's plant foot determines the location of the kick.

C. Kickers will get 3 strikes before being called out. All foul balls count as strikes. If the pitcher rolls 3 balls, the kicker will be "walked" to first base.

D. A "double-kick" will result in a strike.

E. When the catcher is fielding to the side of the kicker: A kicked ball that is touched in the air will be called fair or foul depending on which side of line it was touched. For example, if a ball is kicked down the third base line to the right of the foul line (i.e. in fair territory), and the catcher reaches out and knocks it down, this is considered a fair ball, even if the ball falls in foul territory.

8. Running

A. Leading off or stealing is not allowed. Runners must be on the base when the pitcher pitches the ball or they will be called out. A player may not leave the base until the pitch reaches home plate.

B. Hitting a runner's neck and above is not allowed. Any runner hit in this area will be ruled safe. This rule does not apply if a runner slides or ducks.

C. The umpire may call an automatic out or double play if he determines that "interference" has occurred. Interference takes many forms, the most common of which include sliding in an attempt to take out a short stop or second baseman or purposely putting one's self in the way of a fielder's throw to another base.

D. Colliding with the catcher or any other player is not allowed. Runners must give defensive players the opportunity to field the ball, regardless of the location of the fielder. A runner who intentionally collides with any defensive player will be out and possibly disqualified from further play. Umpires will have discretion to determine if a fielder is only trying to impede the progress of a runner as opposed to attempting to field the ball.

E. There is a line $\frac{3}{4}$ of the way between third base and home plate. When a runner touches or crosses this line, he or she must proceed to home plate, and an automatic force-out comes into play at home. Every play at home plate is a force out, and a catcher should not attempt to tag a runner coming home, as it is not necessary and may result in an injury to one or both players.

F. There is a safety base at home plate. The catcher must stand on home plate itself, while the runner must run to the black mat. This rule is in place to avoid collisions and injuries. If the catcher blocks the black mat on a play at the plate, the runner will be safe.

G. Sliding is allowed, provided it is not in an attempt to knock a ball loose or break up a double play. Aggressive sliding deemed to be an attempt to take out or injure a player in any situation will result in the runner being called out and possibly ejected from the game.

H. Pinch runners are allowed in the case of injury. The last player of the same gender to make an out will be the only player allowed to pinch-run.

9. Fielding

A. If a team has ten players on the field, they must have someone at the catcher position.

B. Balls may be kicked to teammates in an attempt to get a player out. Balls may not be kicked at a runner in an attempt to get him or her out. A runner hit by a ball kicked by a fielder will be ruled safe at whichever base toward which he or she was advancing.

C. The catcher may field behind or to the side of the kicker (on the third base line only). He or she must not be positioned forward of the kicker in fair territory before the ball is kicked. Failure to abide by this rule will result in a ball. The catcher must also be between home plate and the chalk line between 3rd base and home plate.

D. There is a safety base at home plate. When making a play at the plate, the catcher must stand on home plate itself, while the runner must run to the black mat. This rule is in place to avoid collisions.

E. If a ball leaves the infield (defined as the area composed of dirt between the foul lines), and is thrown or kicked back in, the play will be dead and runners may not advance once the pitcher has possession of the ball. The pitcher must be within the area bounded by the four bases for this rule to apply (i.e. he or she cannot go into the outfield and retrieve a ball to stop play). This rule will also apply to any overthrows that go into foul territory. If a player had already advanced past a base when the pitcher receives the ball, the runner may advance toward the next base at his or her own risk.

F. Defensive players (with the exception of the catcher) may not field in front of the “bunt line” until the ball is kicked.

G. Runners get one base on an overthrow that goes out of play. The base is not granted automatically – the runner must make the attempt to run there.

H. A ball that starts in foul territory and rolls fair before passing third base is a fair ball.

I. There is no infield fly rule.

J. Sequence plays will apply where appropriate. For example: If a ball is kicked, the kicker runs to first, the runner on first does not advance, and the ball falls in fair territory, the defensive must tag the runner first, then step on the base for both players to be out if the kicker had not yet reached first base.

10. The Player

- A. The maximum number of players on the field is 10.
- B. In regards to gender, there is no rule stating that there must be a certain number of females or males in the outfield or infield.

11. Additional Rules

A. If a game is tied after seven innings of play, the game will result in a tie for regular season games, while playoff games will result in extra innings until a team wins. Extra innings are played the same as all previous innings (i.e. there is no runner on second base to start each half inning)

B. If a team is up by ten or more runs after six innings of play, the game may be called if it is already at or past the time the next game is scheduled to begin. The game may continue if time remains before the next game is scheduled to begin. The game will end after any subsequent half inning (regardless of the score) if it has reached the time the next game is scheduled to begin.

C. Players may point out and enforce corrections with illegal substitutions and improper kicking order.

D. The home team is determined by the schedule in league play. The team at the bottom of any given matchup is the home team. The higher-seeded team is the home team for tournament/playoff play.

E. Ties for league standings and seeding will be broken by the result of head-to-head games. If the tied teams did not face each other, or there continues to be a tie, the tiebreaker will continue on to least runs allowed, then run differential, then runs scored, and lastly, a coin flip.

F. In situations where a game is called due to rain, lightning, or other dangerous weather, a game will be considered final if five full innings were completed

Miscellaneous Administrative Rules and Notes

- Spectators are welcome and encouraged at the games.
- Club management reserves the right to alter the setup of the league at any time before or during the season. This includes, but is not limited to, league rules and prizes.
- Umpires are provided by Breese Stevens Field and should have no affiliation with any particular team in the league

End of the Game

At the completion of the game, the score card will be signed by each captain and submitted to Breese Stevens Field as proof of the game's final score. All players are expected to shake hands and otherwise show good sportsmanship, regardless of the final score or any disagreements or situations that may have arisen during the game.

Results and Standings

Results and standings will be emailed to team captains every Tuesday morning following receipt of the official scorecard from each game.

All captains have 24 hours upon receipt of this email to dispute scores or standings. After 24 hours after the email was sent, the scores will be finalized.

Cancellation/Rainout Policy

Games may be postponed or canceled due to dangerous weather or a number of other factors. Breese Stevens Field will make every attempt to reschedule games as needed. Due to the fact that games will be played on turf, rain will not cause a game to be cancelled unless conditions are deemed hazardous. A game will be considered complete and no rescheduling will occur if five full innings are completed before a game is called for dangerous weather. Any cancellations will be posted on the Breese Stevens Field Facebook page as well as e-mailed to all registered captains to relay to their team.

Good Sportsmanship

The final section of the rules and regulations of the league will reiterate what was stated at the beginning of this document: The purpose of our kickball league is first and foremost to have fun. Winning should always come second. All participants must realize that not all players will be on the same skill level, and that there may be vast differences in skill level between members of the same team or between two teams in the league. Boasting, bragging, taunting, verbally abusing, or otherwise putting down other players will not be tolerated. The referees and/or a representative of Breese Stevens Field reserve the right to issue warnings, penalties, and ejections if any of the above-mentioned behavior becomes too severe. Winning may be important to you, but good sportsmanship must take priority over wins and losses.