



## **2021 GBSC KICKBALL LEAGUE RULES**

### **HOUSEKEEPING**

- All teams must be registered prior to the start of the league play.
- All teams must have a roster submitted to:  
sportscenter@greaterbinghamtonfc.com
- All balances must be paid by the third week of the season.
- Please direct any and all issues that cannot be handled by the on-site staff/ref to sportscenter@greaterbinghamtonfc.com
- We will make every attempt to make up games missed due to weather.
- If needing to forfeit, please call (607)729-5165 or email [sportscenter@greaterbinghamtonfc.com](mailto:sportscenter@greaterbinghamtonfc.com) in advance.

### **OFFICIALS**

- Either official may call the game due to weather or darkness and may penalize a team for unsportsmanlike conduct.

### **PARTICIPANTS**

- Players must be 16 years of age by the start of the season.
- Players may not play for multiple teams in the same league.
- FINALS GAME: Must include only players on the submitted roster and no other subs or players.

### **TEAMS**

- Teams must play with a minimum of 4 males and 4 females. Any player above the 8 person minimum can be of either sex. If playing with 8 or 9 players, teams will take an automatic out when their turn comes in the kicking order.
- When playing with less than 10 in the field, teams can choose to have 5 infield and 3 outfield or six infield and 2 outfield. With 9 players, teams must play with 6 infield and 3 outfield.
- Teams must provide a base coach for 1<sup>st</sup> and 3<sup>rd</sup> base. Base coaches can be interchanged while teams are on offense. Base coaches may not interfere in any play at their respective bases.

### **GAME PLAY**

- Regulation games last five (5) full innings.
- Any game that ends in a tie after 5 full innings will be recorded as such.
- Any game that is called prior to the completion of the 3<sup>rd</sup> inning will be rescheduled if possible. Any game called after the completion of the 3<sup>rd</sup> inning will count as a full game.
- If the game is called by an official for any reason, the score at the end of the last full inning will be the final. Games should not last more than 45 minutes. If a game is played in less than 45 minutes, but all 5 innings are played, it shall count as a full game.
- Teams must have the required number of men and women at the stated start time of their game. Any team that does not have enough players will be allowed a 15 minute grace period. If after the 15 minutes, players still do not have the required number of players, the game will result in a forfeit. If a team is playing a second game, they will be given a 5 minute grace period to get the correct number of players.
- Teams that play a game with unregistered players will receive a forfeit for the game in question. Rosters will be checked prior to each game.
- If a team is down by more than 12 runs after the 4<sup>th</sup> inning, the game will be called if the losing team chooses to do so. If the losing team chooses to continue, the game will be played until such time the team decides to end it, or 45 minute time limit is reached, whichever comes first.

## **PITCHING AND CATCHING**

- No bouncy pitches. A bouncy pitch called as such results in a ball and is:
  - 1.** A pitched ball that does not touch the ground at least once before reaching the kicking box
  - 2.** A pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching the kicking box;
  - 3.** A pitched ball, prior to reaching the kicker, that exceeds one foot in height from the bottom of the ball immediately after passing through the strike zone;
  - 4.** A pitched ball that is higher than one foot at the plate.
    - The pitcher must start the act of pitching within the pitching mound. The pitcher must stay behind the pitching strip until the ball is kicked. No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip. Pitching must be done by hand. Failure to abide by this rule results in a ball.
    - No player may field forward the pitcher other than the catcher until the ball is kicked, and no player may advance forward the 1st-3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.

- The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. Failure to abide by this rule results in a ball.
- The strike zone extends to 1 foot on either side of home plate to the side of the kickball, and 1 foot high to the bottom of the kickball. A pitch outside the strike zone is a ball.
- Balls must be pitched by hand. There are no restrictions on pitching style.

## **KICKING**

- All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
- All kicks must occur:
  - 1.** at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate (see Rule 13.02c).
  - 2.** Within the kicking box (see Rule 1.01g). The kicker must have at least a portion of the plant foot within the kicking box during the kick (see Rule 13.02c). The kicker may line up outside of the kicking box.
    - Bunting is allowed.

## **RUNNING AND SCORING**

- Runners must stay within the base line.
- Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off of his/her base when the ball is kicked, is out.
  - Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running.
    - Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off of his/her base when the ball is kicked, is out
    - Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head is safe, and advances to the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.
    - Tag-Ups are only required before advancement on a caught ball. After a kicked ball is touched or caught, runners are forced to tag their originating base before running to the next base. If the runner has not moved off of base before the ball is touched or caught, the runner may run forward without a forced tag up.
    - All ties will go to the runner. Runners may overrun first base.
    - Base Running on Overthrows;
      - 1.** an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base;

2. a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory;
3. one base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance;
4. Once an overthrown ball is back on the field of play, and the defense attempts a play other than returning the ball to the pitcher, runners may commence base running.
  - Running past another runner is not allowed. The passing runner is out.
  - A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is the result of a force play, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.

## **STRIKES**

- A count of three (3) strikes is an out.
- A strike is:
  1. a pitch within the strike zone (see Rule 8.05) that is not kicked;
  2. an attempted kick missed by the kicker inside or outside of the strike zone.
    - Foul balls never count as strikes.

## **BALLS**

- A count of four (4) balls advances the kicker to first base.
- A ball is:
  1. A pitch outside of the strike zone as judged by the Referee where a kick is not attempted
  2. An illegal bouncy;
  3. Any fielder other than the catcher advancing forward the 1st-3rd base diagonal before the ball is kicked;

## **FAIRS AND FOULS**

- A count of four (4) fouls is an out.
- A foul is:
  1. a kicked ball landing in foul territory
  2. a kicked ball landing in bounds, but traveling out of bounds on its own at any time before reaching first or third base
  3. a ball kicked outside of the kicking box
  4. a kicked ball touched more than once in foul territory or stopped by the kicker in foul territory
  5. a kicked ball whose direction is altered by contact with any object other than the ground in foul territory, and called as such, is a dead ball
  6. a kick made on or above the knee
  7. a kicked ball touched more than once in the kicking box or stopped by the kicker in the kicking box.

- A fair is:
  1. a ball kicked that lands and remains in fair territory
  2. a ball kicked that lands in fair territory then travels into foul territory beyond the 1st-3rd baseline
    - All fair and foul balls are in play unless specifically mentioned.

## **OUTS**

- A count of three (3) outs by a team completes the team's half of the inning.

- An out is:
  1. a count of three (3) strikes or four (4) fouls;
  2. any kicked ball (fair or foul) that is caught;
  3. a ball tag on a base to which a runner is forced to run, before the runner arrives at the base;
  4. a runner touched by the ball or who touches the ball at ANY time while not on base while the ball is in play
  5. a ball tag of a runner on base, in which the runner does not tag their originating base when a ball is caught
  6. a runner off of his/her base when the ball is kicked;
  7. a runner physically assisted by a base coach during play
  8. any kicker that does not kick in the proper kicking line up
  9. a runner that passes another runner
    - Sideline area. Prior to the kick, no participants (or spectators) may be in the sideline area except for the kicker, the catcher, referees and designated base coaches. After the kick, fielders and base runners in the process of playing the game may also occupy the sideline area. The first infraction will result in a warning to the team that caused the infraction. The second and each subsequent infraction will result in an out for the next kicker in the written scorebook kicking order on the team that caused the infraction.

## **BALL IN PLAY**

- Once the pitcher has the ball in control and on the mound, the play ends.
  - If a runner while not on base intentionally touches or stops the ball, the play ends and the runner is out.
  - During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.
  - Interference is when any non fielder, runner on base, or non-permanent objects touches or is touched by a ball in play in fair territory. Upon interference, the ball is dead, play automatically ends and runners proceed to the base to which they were headed.
  - A dead ball occurs when any permanent object touches a ball in foul territory. Upon a dead ball, play automatically ends. No written scorebook kicking order or game count changes result from a dead ball.

## **GHOST MEN**

- Ghost men are not allowed.

## **INJURY AND SUBSTITUTIONS**

- In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding and written scorebook kicking order position previously held.
- If a player is ejected, injured, or becomes ill and cannot continue, the written scorebook kicking order will continue in the same formation, less the removed player.
- Injured players who do not kick shall not play in the game.
- Any player removed from the game for injury or illness must be noted on both teams written scorebook kicking orders and mentioned to the Head Referee.
- The pitcher and the catcher positions may only be replaced once per inning unless injury forces another substitution.
- Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. All runner substitutions must be of the same sex. There are no other allowable runner substitutions.

**The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, GBSC will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules. These rules are subject to change by GBSC.**