

TRI SPORTS Social Club

KICKBALL RULES

Revised March 2014

Amateur Softball Association (ASA) Rules will be used with the following modifications and clarifications:

THE PLAYERS, FIELD, and GAME

A. Players

1. The game shall be played between two teams of a maximum of 10 and a minimum of 9 fielders each. Min. 4 must be female (or team plays 3 outfielders). One fielder must act as catcher. The Official will rule a forfeit if either team fails to field the gender minimums within 10 minutes of the game's scheduled start time. At that time, the (full team's) captain is highly encouraged to accept the forfeit, but may waive the minimum requirements and play. If so, the game is official and result will be final.
2. Both teams are required to maintain the same lineup throughout the game. All players shall be included in the kicking order.

B. Field

1. **Strike zone** extends 12" on each side of home plate. Ball must roll between (or over) the strike zone lines, and not be too fast/slow/bouncy, to be called a strike. Supervisor must agree on too fast/slow/bouncy call.
2. "Safety" strips next to first bases. On close plays at first, runner must use safety strip & baseman must use base to make the force out. On extra base kicks, runner may round original bag and keep going.

C. Game

1. Games are 7 innings in length with the game being official after 5 innings (4 ½ if the home team leads) with a time limit of 45 minutes. After 40 minutes of play, a new inning will not be started; an inning in progress will be completed, even if the time limit has expired.
2. If a game is tied at the end of seven innings, it is ruled a tie, except in playoffs.
3. Balls of various sizes will be rotated in during the game as specified on the lineup sheet.

KICKING AND BASE RUNNING

A. Kicking

1. Teams bat any combo of M/F or M/M/F, so long as 3M NEVER bat in a row. Sportsmanship requires use of M/M/F combo be kept to the absolute minimum necessary. A team must use their full roster for batting (i.e. players cannot only play the field). The batting order cannot be altered during the game.
2. Count begins @ 1 ball/1 strike. If any part of the ball rolls within the strike zone, then it is a "strike". **If the kicker deems the pitch unkickable, the kicker must declare clearly (so official can hear it) that the pitch was too slow/fast/bouncy etc. Official must agree. Otherwise, official will call "ball" or "strike".** Curve balls are not allowed. 4 balls is a walk. 3 strikes is an out. Fouled 3rd strike is an out.
3. A foul is: 1-A kick landing out of bounds, or 2-A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base. Balls touching 1st/3rd base (or further) & rolling foul are fair. A fly ball touched by a fielder and landing foul (or fair) is judged by the point it is touched relative to the foul line.
4. All kicks must be taken with plant foot at, or behind, the front edge of home plate or a strike will be called; if the ball is kicked in front of home plate & is caught in the air, the kicker is still out. In playoffs, this is an automatic out.
5. Catchers MUST be at least 6 feet behind kicker (and directly behind home plate) at time of ball contact.
6. **Teams may not switch positions in the field during an inning unless a player has been injured. (i.e. Teams may not swap a catcher for an outfielder to field a probable bunt, swap infielders for outfielders, etc).**
7. Males MAY NOT bunt. Bunting is an **automatic out** for males. All kicks should have a plant foot, a backswing AND a full-strength follow through. Females MAY bunt.

B. Base Running

1. Runners always have the right of way. Defensive player must avoid contact with the runner & must not place themselves in the base path or on the base. Any interference/crashing into/or hindering the runners ability to reach the base may result in an automatic "safe" call regard. **Any rough unnecessary contact or overly aggressive throws that are deemed unnecessarily rough, will result in a warning and may result in an automatic ejection or other disciplinary action at the discretion of the supervisor.**
2. Running is governed by ASA to softball rules. No stealing/leading off. Runners leaving base before the ball is kicked, will be called out. Runners may safely run through first base only. There is no sliding. Ties go to the runner.
3. Runners must stay within the base path. Fielders must stay OFF OF THE BASES and out of the base path. Fielders must wait for the throw, out of the way, then step on the base or throw at the runners, AFTER the catch.
4. Runners must make a reasonable attempt to avoid colliding with a player that is playing the other side of the base in anticipation of a play (including but not limited to slowing up to avoid overrunning 2nd or 3rd base).

5. Base running direction (clockwise, counter clockwise) will be designated on the lineup card.
6. Hitting the base with the ball does NOT count as an out. The fielder must hit the runner with the ball or maintain control of the ball on the base on a force out.
7. Any time a runner is hit with the ball and is not on base, that runner is out.
8. Pegging a runner in the head is not allowed & runner advances to next base except if runner is ducking (dodging ball), falls, or intentionally "heads" ball (runner's out). **Any rough unnecessary contact or overly aggressive throws that are deemed unnecessarily rough, will result in a warning and may result in an automatic ejection or other disciplinary action at the discretion of the supervisor.**
9. Runners advance a single base on balls overthrown "out of play". Runners continue to advance on overthrows that remain "in play". "Out of play" determined at the supervisor's discretion. Continue until you hear differently. Thrown balls striking runner are still "live"; play does not stop.
10. If a runner intentionally bats/kicks a ball away (officials discretion), the runner is out and play stops.
11. Pitcher must have possession of ball and have 1 foot on the pitcher's mound for runners to stop. At that time, runners not half-way (or more) to the next bag, must retreat.
12. Tagging up. Runners must tag up on fly balls. Runner may advance on caught foul balls. On juggling catches, runner has to tag up from time fielder first makes contact with ball.
13. **PINCH RUNNERS**-Pinch runners are allowed from 1st base only & must be the person of the same sex immediately before the batter that made the last out. (Player must be injured during the game or at risk of further injury to receive a pinch runner. If a player is too injured to run prior to the game or run safely to 1st base, they should not be play in the game.)
14. **CATCHER'S**- never stand on home plate. Wait in front of home to catch and then tag the plate or runner. In the event a player is unable to safely tag home due to a catcher standing on the base, the runner will be deemed safe and the catcher issued a sportsmanship warning.

GENERAL GAME PLAY

1. An out will be recorded when:
 - A player strikes out.
 - A player gets hit/tagged by a thrown ball striking shoulders and below before reaching base.
 - A kicked ball is caught before hitting the ground.
 - A base runner is off of the base before the kicker puts the ball into play.
2. No infield fly rule. But, double/triple plays resulting from un/intentionally dropped balls, officials miscommunication, other, will only count for the first out (super's discretion).
3. **Pitching must be underhand. NO Curveballs, NO FIREBALLS!** The kicker is allowed to pick-up the ball and request slower/faster/less bouncy etc pitches w/ no penalty. This is a social league, so every pitch should be an attempt to deliver the ball in the strike zone and at a moderate speed.
4. **Pitchers must begin their pitching motion on the rubber and may not move any closer to the plate than their normal follow through.**
5. Fielders may not be in front of the base paths until the ball is released from the pitcher's hand. Only one person may charge into the area between the baseline and the pitcher's mound. Only an established infielder may be the single "charger" and must not be in front of the pitcher's mound before the ball is kicked. Infringement on the kicker will result in the kicker's choice of a) re-kick, or b) result of the play.
6. All games are officiated by a TRI SPORTS Official, who has final say in all fair/foul, out/safe, strike/ball calls. Arguing with or disrespecting an Official may result in disciplinary action up to and including ejection, suspension, game forfeit, or removal from the league.
7. Mercy Rule: A team can only score a maximum of eight (8) runs in one inning. EXCEPTIONS: 1) If the team is down by >8 runs, they may score until the game is tied. There is no run limit in the final inning.
8. Forfeits reported 24 hours in advance of game time are recorded as a loss (0 points). Forfeits reported by 2pm on game day are recorded as -.5 points. After 2pm, or at the field, -1 point will be recorded.

General League Rules - apply to all TRI SPORTS sporting events

Player Eligibility: SUBSTITUTES are allowed, but must register for the league first. PLAYOFFS- players must be on team roster and play in at least 1 regular season game to participate in the playoffs.

Tiebreakers: League standing tiebreakers will be by head-2-head and opponents' records. There is never any incentive to beat an opponent by the maximum runs possible.

Attire: No metal cleats are allowed. Please coordinate a team color to be worn each week.

Protective Gear: For everyone's protection, knee braces must be of a soft material or be covered and padded so that no hard plastic or metal is exposed. You will not be allowed to play unless your brace is ok.

Jewelry: All dangling chains, watches, rings, and jewelry should be removed for the safety of all players involved.