



Kickball! Rulebook

Doug Carlisle, *Region Director of Athletics and Special Services*

Jim Boyle, *Adult Sports Coordinator*

Kickball League Sports Supervisor, Doug Carlisle

Important Phone Numbers:

CRC Athletic Division – 352-4020

CRC Fax – 352-1605

CRC website: www.cincyrec.org

Athletics e-mail address – athletics@rcc.org

Equal Access is for Everyone – All Cincinnati Recreation Commission programs and facilities are open to all citizens regardless of race, sex, color, religion, national origin or disability.

Forward – The Athletic Division of the Cincinnati Recreation Commission has prepared this rulebook to clarify the governing rules and procedures of the 2011 Kickball season. Please read carefully.

The CRC Athletic Division is responsible for the organization and operation of the Kickball Program. All rules are written for the safety of players and an expectation that managers and team members will abide by the procedures as outlined in this rulebook. All league decisions and rule interpretations by the CRC Athletic Division are final.

Injury Prevention

All participants must be aware that some risks are involved when actively participating in a physical program. If you are pregnant, disabled or not physically fit to participate in an active sport, please consult your physician.

A player/substitute, manager, coach, trainer or other team member who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound is covered. If treatment can be administered in a reasonable amount of time the individual would not have to leave the game. The length of time that is considered reasonable is the official's judgment. If excessive time is involved, the re-entry rule would apply to players. If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgment of the official, the uniform/bandage must be changed before the individual may participate.

Registration Fees

Entry Fee: Payable to CRC Athletics and due at the time of registration

- **\$250** per team

Refund: Teams withdrawing prior to completion of league schedules will be assessed a \$25 service charge for clerical & material fees. Teams withdrawing after completion of schedules will be assessed \$50 plus a prorated game fee. Teams withdrawing after the second game will receive no refund.

ORDER OF RULES

SECTION ONE – LEAGUE ORGANIZATION PAGE

- #1.1 Manager's Responsibility
- #1.2 Roster
- #1.3 Roster Violations
- #1.4 Player's Changing Teams
- #1.5 League Schedule and Tournaments
- #1.6 Rescheduled Games
- #1.7 Awards
- #1.8 Forfeitures

SECTION TWO – GAME RULES/SITUATIONS

- #2.1 Team Responsibilities
- #2.2 Required Number of Players
- #2.3 Designated Hitter
- #2.4 Scheduled Game Times
- #2.5 Field Rules
- #2.6 Ball in Play
- #2.7 Strikes, Balls
- #2.8 Outs
- #2.9 Kicking
- #2.10 Base Running
- #2.11 Catcher
- #2.12 Regulation Game
- #2.13 Official Game
- #2.14 Unofficial Game
- #2.15 Ties
- #2.16 Cancellation/Games Information Numbers
- #2.17 Umpires
- #2.18 Kickballs
- #2.19 Conduct
- #2.20 Alcohol
- #2.21 Accident Report
- #2.22 Footwear
- #2.23 Sliding Base Rule
- #2.24 Excessive Roughness

SECTION THREE – PROTESTS

#3.1 Player Protests

#3.2 Game Protest

Rule #1.1 – Manager’s Responsibility

The manager is the primary communication link between his/her team and the Cincinnati Recreation Commission Sports Supervisor. It is the manager’s responsibility to take the initiative to clarify information about the operation of the league. In addition, the manager must:

- A. Read the CRC Kickball handbook prior to the first game.
- B. Obtain League Information (Deadline, tournaments, etc.)
- C. Submit league paperwork accurately and on time as outlined in the league rules.
- D. Retain a copy of the team roster. Player addition/release form may be obtained on request from CRC
- E. Educate their respective team members and spectators of CRC Kickball rules and see to it that they abide by them. By entering a team into this league the manager accepts the responsibility of the actions of his/her players and spectators before, during, and after the game. **Bring a copy of the Kickball Rule Book and the league schedule to every game.** If a league rule is questioned the court monitor must be shown the rule or he/she will not be responsible for enforcing that rule. If, after being shown the rule, the umpire still refuses to enforce it, the manager should lodge a game protest and in addition should file an official complaint with the Sport Supervisor
- F. Inform the Sports Supervisor of changes in his/her address and telephone number.
- G. **Inform all players that they MUST have a picture ID at every game and that players are playing at their own risk.**

Rule #1.2 – Rosters

- A. Each team manager must complete one roster form for each team entered in the CRC Kickball Program. All rosters must be on file at the CRC Athletic Office prior to the first played game. A roster will not be considered valid unless it is filled out completely and correctly. **Managers must sign and date the roster. FAXED ROSTERS WILL BE ACCEPTED.** It is strongly advised that you call the Athletic office to make sure your faxed roster has been received. We do not advise mailing them. In all cases of lost or undelivered mail, the proof of mailing rests with the team. Any team not having a roster on file in the Athletic Office according to the specified deadline may forfeit each game and lose all previous points in the standings. Please refer to Rule #1.3.
- B. Each manager must ascertain the eligibility of each player signing the roster. Players may play on only one team per league.
- C. No player may participate in a game until all the forms required for that player, as stated in the league rules, are officially on file in the Athletic Office.
- D. **Minimum age is 18 years as of the first played game**
- E. Rosters need to have a minimum of 9 players and a maximum of 20 players
 - a. Team must have minimum of 4 women and 5 men on roster
- F. Once the roster has been validated, a player addition/release form must be used for all other roster changes. No player can be added to a team’s roster after the 3rd game.

Rule #1.3 – Roster Violations

- A. Any Team not having a correct roster (at least seven players signed up on an official CRC roster form) on file in the Athletic Office as indicated in rule #1.2 may automatically forfeit each game and all previous points in the standings if protested. These points will be deducted from the team's point total in the league standings at the end of the season.
- B. Any team with a roster violation which has resulted from an ineligible player (rule#1.2) may forfeit that game. The win will be awarded to the opposing team.
- C. Any team playing a non-roster player who is ejected from the game will lose all previous games, plus, the team will be suspended a minimum of two future scheduled and played games.

Rule #1.4 – Players Changing Teams

A player may release himself/herself from a team without the manager's signature if this procedure is followed:

- A. The player should notify his/her manager.
- B. The player must bring the release form (obtained from CRC) to the Athletic Office for validation.
- C. If a player is on two team rosters within the same league, they will be considered a legal player for the team with the earliest validated roster. They will be considered an illegal player on the second team roster until the proper release form is filed in the Athletic Office.

Rule #1.5 – League Schedule and Tournaments

- A. Each team

Rule #1.6 – Rescheduled Games

All games that have been rescheduled must be played on the new scheduled date and time. The league supervisor will make the decision concerning the final date of rescheduling games.

Rule #1.7 – Awards

First place winners of each league will receive a sponsor award and individual T-Shirt awards.

Because of the volume of awards to be distributed, the Sports Supervisor will establish a mandatory pick-up date. Teams failing to pick up their awards will forfeit them. A maximum of eighteen individual awards will be presented to the appropriate winning teams. Extra awards may be purchased through the Athletic Office.

Ties will be broken at the end of the season in the following manner

- a. Head to head results
- b. Playoff Game

Any team with no roster on file with CRC will forfeit individual awards.

Rule #1.8 – Forfeitures

- A. Forfeited games are not rescheduled. A loss will be credited to your final league standings. Two forfeits may mean an automatic withdrawal from the league without refund of entry fee. As a courtesy, please call at least 72 hours in advance so we can notify the other team.
- B. If a team is dropped from the league all future games scheduled for that team will be forfeited to their opponents. Games won by that team will stand as a win in the league standings.
- C. Forfeiture to an opponent is considered a league game
- D. Both teams must have at least seven players by game time or it is a double forfeit.

SECTION TWO – GAME RULES/SITUATIONS

Rule #2.1 - Team Responsibilities

- A. After each Kickball game in the match, both teams must agree on the winner and write the decision on a scorecard. If there is a disagreement with the scorecard, it must be brought to the attention of the umpire
- B. Teams are required to have a manager and assistant manager. Only they may dispute calls with the umpire or file protests.

Rule #2.2 - Required Number of Players

- A. There will be a minimum of (7) players on the field and a maximum of twenty (20) players for both teams at all times
- B. A maximum of twenty (20) players will be allowed on a team roster but there must be a minimum of nine (9) players on a roster for a team to register
- C. A team that attempts to begin the game with fewer than seven (7) players will automatically forfeit the game

Rule #2.3 – Designated Hitter

- A. Designated Hitters may be used in the batting order.
- B. Only one designated hitter may be used for each team in the lineup

Rule #2.4 - Scheduled Game Times

- A. Games are to begin at the time scheduled. However, there is a 10-minute grace period. Any of the 10 minutes during that waiting period will be considered as time elapsed for the official game time.
- B. The time shown on umpire's time-piece is the official time

Rule #2.5 - Field Rules

- A. Kickball games will be played on...with base measurements of...
- B. Each game will be seven (7) innings total with each inning having a total of three (3) outs for the kicking team
- C. A maximum of 9 players will be allowed on the field for the team playing defense, but any team may play with a minimum of 7 players
- D. Batting Orders will be given to the Umpire before each game. **ANY TEAM THAT DOES NOT FOLLOW THE PREARRANGED BATTING ORDER WILL BE SUBJECT TO FORFEIT**
- E. Regulation Foam balls (8.5 inches in diameter) will be used
- F. Each run will count as (one) 1 point towards a team's score.

- G. There will be a Run Rule of thirteen (13) used at the end of five (5) innings. If the margin of one team over the other is 13 or more after the end of 5 innings, the game will be ended.
- H. Each team is given 2 timeouts per game
- I. Each team is allowed to place a player at 1st and 3rd as base coaches, but this is not mandatory.
- J. **THERE IS NO LEADING OFF OR STEALING IN THE GAME.** Any player that attempts to steal will be called out. Any player found to be leading off while a ball is being kicked will also be called out.

Rule #2.6 – Ball in Play

- A. Once the pitcher has control of the ball on the mound, the play is over
- B. If a runner, while not on base, intentionally touches or stops the ball, the runner is out
- C. Interference occurs when any non fielder, runner on base, or permanent or non permanent object touches or is touched by the ball in play in fair territory. When this happens the ball is dead, play automatically ends and runners advance to the base in which they are headed.
- D. A dead ball also occurs when a ball hits any permanent object in foul territory. When this occurs, the ball is called dead and the play automatically ends. No kicking order changes or game counts occur and no runners advance.

Rule #2.7 - Strikes, Balls, Fouls

- A. The count of 2 strikes, 3 balls will be used for each kicker
- B. After one strike, a player strikes out on the second foul. A player can foul a ball only four (4) times and at the time of the 4th foul the player strikes out.
- C. The strike zone is one foot from each side of the base and 1 foot above the base.
- D. Anytime in which the entire ball is outside this zone when having reached the plate, it is a ball. But, if the ball is more than 1 foot off the ground in any part of the throw, it is a ball.
- E. A foul ball is one that:
 - a. After being kicked lands in foul territory
 - b. A ball that, after being kicked, lands in bounds but travels foul on its way to first or third base
 - c. A ball kicked outside of the designated Kicking Box
 - d. A kicked ball that contacts anything other than the ground in foul territory. The ball is called dead on contact
 - e. A kick made above the knee
 - f. A ball kicked more than once in the kicking box or stopped by the kicker in the kicking box
 - g. A kicked ball that lands in foul territory beyond the first and third baseline

Rule#2.8 – Outs

There are several different ways to get a player out:

- A. **Force Out** – When a fielder tags the base when a runner is being forced to the base by another runner
- B. **Tagging** – A fielder can get a runner out by tagging them with the ball
- C. **Hitting** – A fielder may also get a runner out by throwing and hitting them with the ball while not in contact with a base. **THROWS TO THE HEAD ARE**

- STRICTLY FORBIDDEN.** Any player purposely throwing the ball at a runner's head will be ejected from the game by the umpire.
- D. **Catching** – If a fielder catches a ball that is kicked before it touches the ground, the runner is out.
 - E. **Accidental Contact** – If, while running the bases, a runner is hit by a kicked ball, they are out.
 - F. **CLOTHES ARE AN EXTENSION OF THE PLAYER.** If the ball hits a player's clothes, they are out.

Rule#2.9 - Kicking

- A. Players must kick the ball with a part of their leg that is beneath the knee
- B. Foul balls count as strikes and if a player hits a ball foul twice in a row, they are out.
- C. Kicks must occur before or at home plate. If a kicker kicks the ball in front of home plate, it will be counted as a strike.
- D. Bunting is allowed
- E. If a pitcher throws the ball higher than 1 foot in the air, it will be called a strike, but if the kicker would like to attempt to kick the ball, they are allowed and will take the result of the play.

Rule #2.10 - Base Running

- A. Runners must stay within the base lines
- B. Fielders must not obstruct runners while they are attempting to run the bases. If a fielder does obstruct a runner, the runner will be given the base to which they were running
- C. **STEALING AND LEADING OFF OF BASES IS NOT ALLOWED.** Any player which attempts to steal will be called out and any player that is leading off a base when the ball is kicked will also be called out.
- D. Sliding is allowed, but if excessive roughness is used, it is up to the umpire to decide whether a runner or fielder should be given penalty
- E. **HITTING A RUNNER'S HEAD OR NECK WITH THE BALL IS STRICTLY PROHIBITED.** If a runner is hit on the head with the ball while running towards a base, they will be allowed to advance to the base in which they were running. The only exception is when a runner is sliding. If a player intentionally throws a ball at another player's head, they will be ejected from the game. If a player intentionally tries to block the ball with their head or neck they will be called out at the discretion of the referee.
- F. Tag-Ups are only necessary when advancing after a ball is caught. When a ball is caught, the runner must touch the base before attempting to advance to the next base. If the runner did not move off the base before a catch, they may advance to the next base without having to make another forced tag of the base.
- G. All ties go to the runner
- H. A runner may overrun first base
- I. Base Running on overthrows:
 - a. An overthrow consists of a ball that is thrown, deflected, or kicked into foul territory by another defensive player
 - b. When this occurs, a runner may only advance one extra base
 - c. This is a restriction, not a runner for the runner. If tagged or hit while attempting to advance an extra base, the runner is out

- d. Once the defense gets the ball back in play and attempts to make another defensive play, runners may advance bases without restrictions
- J. Advancing past another runner is not allowed. Any runner that does this will be called out.
- K. A run scores when a runner passes first base before a third out. The exception occurs when a runner is out on a force play, or when a runner is out before they reach first base.

Rule #2.11 – Catching and Pitching

- A. Each team **MUST** have a **catcher**
- B. The catcher must stay behind the kicker's box and must not interfere with the kicker
- C. If a catcher does interfere with the kicker or cross home plate while the ball is being kicked, the kicker may either accept the result of the play or take a ball.
- D. **Pitchers** may not bounce the ball towards a kicker. A bounced ball is called when:
 - a. The ball does not touch the ground at least once before reaching the kicker
 - b. A ball that reaches a height of more than 1 foot off the ground anytime before it reaches the kicker
- E. The pitcher must start the act of pitching while on the pitcher's mound and must stay behind the pitching strip while pitching and before the ball is kicked.
- F. Pitching must be done by hand
- G. Failure to abide by the above two rules will result in a ball.

Rule #2.12 - Regulation Game

- A. Regulation Kickball games last for 7 innings
- B. Each inning will have 3 outs for the kicking team
- C. If a game goes overly long and interferes with the start of another game, it will be called as is.

Rule #2.13 - Official Game

In the case of weather, darkness or other uncontrollable circumstances that make it impossible to play, a "regulation game" is a game that has met one of the following criteria and will be considered an "official game" and will not be rescheduled.

- A. More than 5 innings have been played
- B. The game has lasted for an hour or more

Rule #2.14 - Unofficial Game

- A. A scheduled game which has begun but stopped by the umpire before meeting the criteria for a "regulation game" is considered an "unofficial game"
- B. An unofficial game shall be rescheduled and replayed from the beginning. This will be done at the end of the regular season.

Rule #2.15 – Ties

If there is a tie at the end of 7 innings, extra innings may be played unless they interfere with the start of new games. If a game is not decided by the time darkness falls or if any other circumstances cause the game to be ended, the game will be called a tie.

Rule #2.16 - Cancellation/Games Information Numbers

- A. To make sure that games are still taking place at the designated time during the week, teams must call one of the cancellation/game information numbers to find out if a scheduled game has been cancelled. Please call after 4:30 p.m. on weekdays when needed.

Rule #2.17 – Umpires

- A. If the umpire does not show or is late please call CRC the next morning at 352-4020 after 8:00 a.m. Teams are permitted to and encouraged to have a mutually agreed upon person officiate the game if the umpire does not show. **Teams will be repaid by the CRC, Athletic Division upon verification.**
- B. Any concerns/complaints about the quality of the umpires should be submitted in writing to the appropriate Sports Supervisor.
- C. Umpires have the final say when deciding a call in a game. If you have a complaint or wish to challenge a rule, please see **Section 3**.
- D. Only Managers and Assistant Managers are allowed to question the umpire concerning calls. If any other player challenges or confronts the umpire, he/she may be ejected from the game.

Rule #2.18 – Kickballs

- A. Kickballs that are 8.5 inches in diameter will be used for all kickball games
- B. Any team that attempts to use a different type of ball in a game will forfeit the game

Rule#2.19 – Conduct

Smoking on playing field or bench and profane language and unsportsmanlike conduct are strictly prohibited. Individuals or teams not abiding by this rule are subject to further action suspension by the Sports Supervisor

- A. Any person ejected by an umpire must leave the field area immediately. That person must be out of the field official's sight. The ejected person is suspended for the next scheduled and played game and should not be on the premises.
- B. Any person who physically or verbally assaults an umpire or any other person on Recreation property before, during or after a game may be expelled from any participation in CRC leagues
- C. Teams are responsible for the conduct of their spectators before, during or after the games. The Sports Supervisor retains the right to determine an appropriate penalty if a team spectator violates this rule.
- D. A person/persons fighting will be suspended for the season or longer

Rule#2.20 – Alcohol

- A. The use or possession of alcoholic beverages on Recreation Commission property is strictly prohibited
- B. Any team abusing this rule may be ejected from a CRC league without a refund of entry fee
- C. Umpires may forfeit the game of the offending team and report violations to the Sports Supervisor. This includes before, during and after the game.

Rule #2.21 - Accident Report

In the event that a player is injured during a league game, the team manager should complete an accident report (obtained from the CRC Athletic Office) and promptly submit it to the Athletic Office. Each player is responsible for his/her own medical coverage

Rule #2.22 – Footwear

- A. No spiked shoes will be allowed for players playing Kickball
- B. Players should wear gym shoes for games

Rule #2.23 - Sliding Base Rule

This occurs when a runner goes into a base standing up and the runner and the base move more than the width of the base (umpires discretion) in any fashion whatsoever, and the runner is tagged. If the runner gets back to the spot where the base was before being tagged, the runner is safe. When sliding, the runner shall remain on the ground until the umpire calls time. If the player gets up and moves before the umpire calls time, the runner will be called out if tagged and not standing on the original spot of the base. If the player moves the base more than the width of the base (umpire's discretion) and gets up and makes the next base, the future runner will move to the original spot of the base.

Rule #2.24 - Excessive Roughness

It is imperative in all leagues that physical roughness is kept to a minimum and that safety be emphasized and respected. Any player, who in the opinion of the umpire, deliberately runs into a fielder in order to dislodge the ball or prevent a play at another base or any other unusually excessive action will be called out and removed from the game. Most dangerous situations arise as a result of one player (usually a fielder) being in a vulnerable position where he/she cannot watch an approaching opponent (usually a base runner). A play will be considered “excessively rough” if one player physically contacts another player with dangerous force or unusually obstructive force whereby the offending player does not try to avoid contacting the vulnerable player. Any player who in the opinion of the umpire uses excessive roughness will be removed from the game, and the outcome of the play will favor the victimized team. The Sports Supervisor must be notified of the ejection and take further action if the situation warrants.

SECTION THREE – PROTESTS

Rule #3.1 - Player Protests

(For ineligible Players – Roster or Division Violations)

- A. Any protest involving the eligibility of a player must be filed by the manager or assistant manager only in the following manner:
 - a. The protest must be lodged prior to the last out of the game
 - b. Only one person per team per game may be protested
 - c. The protesting manager must inform the court monitor who will then inform the opposing team's manager that a player protest has been lodged.
 - d. A protest form must be completed in full with the court monitor obtaining the picture I.D. of the player in question. The court monitor should sign the form as witness

- e. If the player refuses to show their picture I.D. the umpire should so indicate on the protest form. This will result in an automatic forfeit when the protest form is brought to the Athletic Office by 4:30 p.m. on the next business day following the game. No fee is required.
- B.** If the protest is upheld the appropriate penalty will be applied as designated in Rule #1.3
- C.** If the protest is denied the results of the game will stand
- D.** This rule applies to players challenged as ineligible because they are not on the roster or because they are playing on two teams in the same league.

Rule #3.2 - Game Protest

- A.** Any protest involving the application of a specific CRC league rule must be filed in the following manner:
 - a. The protesting manager must inform the court monitor and the opposing team's manager at the time of the particular play or decision that is being protested. Any game protest made after a new game has started shall not be permitted
 - b. The game should then continue
 - c. Prior to the completion of the last game the protesting manager must complete in full the appropriate protest form, including the signatures of the court monitor and opposing team manager
 - d. The protest form and \$50.00 must be filed in the Athletic Office by 4:30 p.m. on the next business day following the game being protested. The opposing manager and the court monitor are also encouraged to submit statements for review.
- B.** If the protest is upheld the \$50.00 fee will be returned and the game will be replayed from the point of the protest.
- C.** If the protest is denied the results of the game will stand and the \$50.00 fee will be deposited in the Kickball operation fund.