

Sportcial
PLAY HARDER

Kickball Rules

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1. Equipment

- 1.01 - The official *Sportcial* Kickball is World Adult Kickball Association (WAKA) Kickball. The standard WAKA Kickball is round 10-inch, cross-textured rubber ball.
- 1.02 - All players must have proper footwear; bare-feet are not allowed. Metal cleats are prohibited, rubber/plastic cleats are encouraged.
- 1.03 - The provided team t-shirts must be worn during the game in order to receive a full participation point. If only one player does not have a shirt the team will still get full participation.
- 1.04 - A player's clothing is considered to be an extension of the player.

2. Field

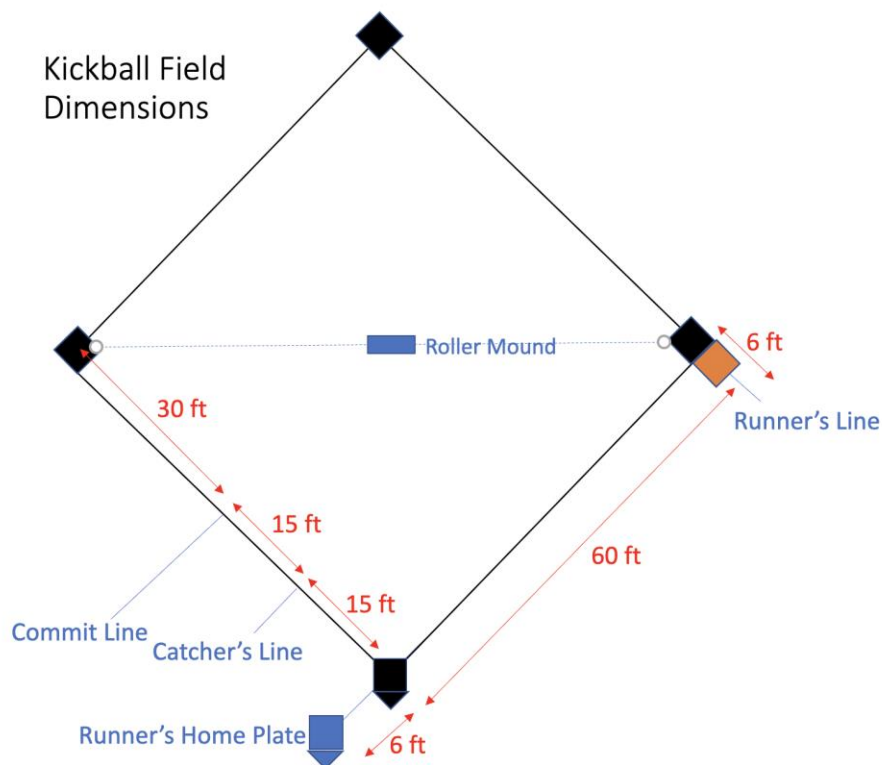
- 2.01 - Games will be played on a standard softball field. In the event a softball field is not played on, the bases will be set up in the shape of a diamond with the bases 60 feet apart.
- 2.02 – A Runner's line will be drawn or placed via cones to the right, in foul territory, of 1st base. Runner's shall run through this line rather than touch 1st base to increase player safety.
 - 2.02.01 - The Runner's line is used when a runner is traveling from home plate to 1st base.**
 - 2.02.02 - The runner may not touch the 1st base bag.**
 - 2.02.03 - Fielders attempting to make an out at 1st base may not throw the ball at the Runner. Fielder must force the Runner out at 1st or tag the Runner.
- 2.03 - The "Roller's mound" is located halfway between 1st and 3rd base along the imaginary line.
- 2.04 - The strike zone is 2 feet wide on either side of home plate and 6 inches above home plate.
- 2.05 - The entirety of the foul lines including all primary bases and home plate are in FAIR territory.

2.06 - When available, 2nd and 3rd bases are ~4 times larger than a normal bag. Only the portion of the bag in fair territory is fair.

2.07 - Commit Line. Halfway between 3rd base and home plate a line is drawn (or cone set up) to indicate the commit line. Any runner that passes this line must continue toward home plate.

2.08 - Catcher's line. Along the 3rd base line, 15 feet from home plate, a line is drawn (or cone set up) to indicate the closest a catcher can play to home plate.

2.09 - Runner's home plate. A second home plate will be placed 6 feet away from the regular home plate.



3. Player and Team Eligibility

3.01 - Each team roster ideally consists of more than 10 players.

3.02 - In order for a team to be game eligible, there must be at least 4 self-identifying females and 4 self-identifying males for a total of 8 total players at the start of the game. Only players registered for a team may play for that respective team. Substitute players can play a maximum of 2 games and must complete the Player's Waiver. After 2 games, a substitute player must pay associated player fees for the league.

3.02.01 - If a team is not considered to be game eligible, they may make concessions and request their opponent to approve additional players or play an official game with fewer than the required number of players. The opponent's Team Captain can negotiate any stipulations and **MUST APPROVE** any request or else the game is considered a forfeit and can be played for fun. If the opponent agrees to an official game, then that decision cannot be changed later in the game. An example of a concession is if Team A is short one female then they only play 9 in the field and they have an automatic out at the end of their lineup as long as Team B agrees to it.

3.02.02 - A forfeit game results in a 7-0 victory for the non-forfeiting team.

3.02.03 - If neither team is game eligible, then the game will proceed as normal.

4. Gamers and Chaperones

4.01 - A gamer will be provided for each game.

4.01.01 – Gamers main objective is to ensure that everyone is having fun and the game is played fairly.

4.02 - Gamers are responsible for making calls on fouls, outs, and runs scored for their respective fields

4.03 - The Gamer's call is the final decision in all matters.

4.04 - Challenged calls may only be made by the Team Captains.

4.05 - Gamers will report the final scores of each game to the league website.

4.06 - Gamers and Chaperones are trained and responsible for conducting games in a professional manner, and they are empowered at their discretion to issue Jerk Cards and/or eject any player that violates *Sportcial's Official Guidelines and Rules*.

4.07 - Gamers are responsible for suspending a game due to rain or lightening. If a game is in progress and the remaining innings are canceled, four innings will constitute a complete game. However, please stay in the area if the gamer requests players to, as the game may be able to be completed after a time delay. Games in progress will be picked up from where they were suspended. If a team leaves and does not come back as the gamer requested, that team will take a forfeit. Any cancellations will follow the Sportcial Rainout Policy.

5. General Rules

5.01 - The kicking order shall be established prior to the start of the game.

5.01.01 - If there are more members of one gender than the other, then the kicking order shall consist of an order for males and an order for females. The kicking order will then rotate male/female during game play.

5.01.02 - Late players will be added to the bottom of their teams kicking order

5.02 - The kicking order cannot change during the course of a game.

5.03 - Team members are not required to take the field in order to kick.

5.04 - All fielders playing in the game must kick, unless they are just the Offensive Roller.

5.05 - If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out.

5.06 - No more than 10 players can take the field at one time.

5.07 - At least 4 self-identifying females must take the field at all times.

5.08 - Teams may have no more than 1 self-identifying male or self-identifying female than total number of self-identifying females or self-identifying males (respectively) in the field.

5.08.01 – Number of males/females in the infield/outfield must be equal unless playing with less than 10 players.

5.09 - Fielders can be changed anytime between and within innings.

5.10 - Teams may choose to have 1st base and 3rd base coaches. Coaches may not interfere with play or physically assist the runners.

5.11 - Any attempt to circumvent or go against the spirit of the rules will be at the Gamer's discretion to rule on the appropriate action.

6. Regulation Game

6.01 - A regulation game will be 7 innings or one hour in length, whichever comes first. No new inning shall be started after 50 minutes have been played.

6.01.01 - If a game is shortened due to rain or other externalities, 4 full innings constitutes an official game (3 1/2 innings if home team is ahead in bottom of 4th inning).

6.01.02 - If the game is tied at the end of 7 innings, extra innings will be allowed as long as time permits. Each team gets a chance to kick in extra innings and receives the same number of outs.

6.01.03 - If the game remains tied after 1 extra inning, the game will continue (if time allows), but each kicker will only receive 1 pitch and the last kicker from the previous inning will start as the runner on second base.

6.01.04 - If after 1 hour the game is still tied, the game will end in a tie. Each team will be awarded a half point to the standings.

6.01.04 - Tournament Tie-Breaker Rules: In the event of a tournament tie game, a winner must be crowned. Extra innings will ensue until one team scores the most runs after a complete inning.

6.02 - Rock, Paper, Scissors will be played by the captains of each team at the beginning of the game to determine the home and away team. The winner of Rock, Paper, Scissors will choose if they are home or away. The home team is in the field first and has the last at-kick in the game.

6.03 - Game mercy rule: 15 runs up after 4 innings, 10 runs up after five complete innings. Teams are allowed to finish out the game if time is available and both captains agree.

6.04 - Sportsmanship Grade. If applicable, at the end of the game, each team will be given a Sportsmanship Grade from the opposing team and the Gamer. These Grades will be used for any tie-breakers in the standings.

6.05 - Tie-breakers in standings will be head-to-head results, then lowest points against total, then a fair determination by Sportcial league managers

7. Fielding

7.01 - There will be two rollers (pitchers), an offensive and defensive roller.

7.01.01 - The offensive roller will roll from the mound (the mound between first and third base) to their own team.

7.01.02 - The offensive roller must release the ball behind the Roller's Mound and within two feet on either side of the Roller's Mound, mirroring the two feet on each side of the home plate strike zone.

7.01.03 - If the kicker kicks the ball and strikes the offensive roller, it will be considered a foul ball.

7.01.04 - The offensive roller shall make every effort to not impede the play. If they interfere with the play, the kicker will be called out.

7.02 - The defensive roller will play no closer than the imaginary line between 1st and 3rd until the ball is kicked.

7.03 - Infielders must be in line with or behind the imaginary line between 1st and 3rd until the ball is kicked.

7.03.01 - If a fielder comes across the imaginary line between 1st and 3rd before the ball is kicked and attempts to interfere with the play in the judgment of the Gamer, the kicker will be awarded an automatic walk.

7.03.02 - If the ball is kicked and the encroaching player fields the ball or interferes with the play in the judgment of the Gamer, the kicker will be awarded an automatic walk unless the result of the play allows the runner to advance past 1st base. The runner may advance past 1st base at their own risk.

7.04 - The catcher can play up the 1st or 3rd baseline no closer to home plate than the catcher's line. The catcher cannot cross into fair territory until the ball is kicked.

7.04.01 - If the catcher comes into fair territory before the ball is kicked, and attempts to interfere with the play in the judgment of the Gamer, the kicker will be awarded an automatic walk.

7.04.02 - If the ball is kicked and the catcher fields the ball or interferes with the play in the judgment of the Gamer, the kicker will be awarded an automatic walk unless the result of the play allows the runner to advance past 1st base. The runner advances past 1st base at their own risk.

7.05 - Outfielders must stay in the outfield until the ball is kicked.

7.06 - There is no In-Field Fly Rule, since a kickball is more difficult to catch than a baseball or softball. However, a player may not intentionally drop a catch-able ball in an attempt to complete a double play. If a player intentionally drops a ball, as determined by the Gamer, then all players are safe at their next base including the kicker at first. If the Gamer determines that the player accidentally dropped the ball, then play continues via normal rules of play. Runners advance at their own risk.

7.07 - Any runner not safely on a base can be hit with the kickball by a fielder. The runner is out unless the ball hits them in the head or neck.

7.08 - If the ball is thrown or kicked by the defense out of the field of play, each base runner is awarded the base they were going to plus one additional base. Foul territory is still in play as long as the ball has not been ruled out of play by the Gamer, and base runners may advance as many bases as they desire at their own risk.

8. Kicking

8.01 - Kickers will only receive 2 pitches. If the second pitch is fouled, the kicker is out.

8.02 - The kicker must wait for the ball to reach home plate before kicking the ball. If the entirety of the kicker's "plant foot" (non-kicking foot) breaks the imaginary plane in front of home plate when the kick occurs then it is considered a FOUL ball. If the kicker kicks the ball in the air and it is caught, then the kicker is OUT, and runners may tag up. Otherwise the call is a strike/foul against the kicker.

8.03 - The pitch must be within the "batter's boxes." Any pitch that is outside of the batter's box will be called a strike/foul against the kicker.

8.04 - If a kicked ball is initially foul but then travels back into fair territory before passing 1st or 3rd base and is touched or comes to rest, then it is a FAIR ball.

8.05 - A kicker may not touch the ball a second time after first contact while in the kicking motion. This is called a "double kick" and results in a foul ball. Once the kicker begins to run to 1st base, if the ball touches them in fair territory, they are out and it is a dead ball. All baserunners must return to their previous base.

8.07 - A kick can be made with any part of the leg.

9. Outs

9.01 - Three (3) outs by the kicking team constitutes their at-kick for the inning.

9.02 - An out is:

9.02.01 - A foul ball on the second pitch.

9.02.02 - Any kicked ball that never hits the ground and is caught by a fielder regardless of whether the ball is in fair or foul territory.

9.02.03 - A runner that does not make it to the next base before they are forced out.

9.02.04 - A runner tagged or hit by a thrown ball below the neck by a fielder while not safely on a base.

9.02.05 - A runner hit by a kicked ball regardless of where the ball hit them while not safely on base.

9.02.06 - A runner that leads off the base before the ball is kicked.

9.02.07 - A runner that does not make it back to their base before tagging up by the time the fielder has control of the ball while touching the base or by tagging the runner with the ball.

9.02.08 - A runner outside of the 5 foot baseline unless trying to avoid a fielder blocking the baseline.

9.02.09 - A runner or kicker that intentionally interferes with the ball or a player from the opposite team when attempting to field a ball.

9.02.10 - A runner that passes another runner.

9.02.11 - A runner that fails to touch a base before advancing to the next base and is tagged or hit with the ball before returning safely to the missed base.

9.02.12 - A kicker that cannot kick at their designated spot in the kicking order unless they are injured (If a player misses their turn in the kicking order due to injury, they cannot return to the game).

9.02.13 - A runner that touches the first base bag, when not attempting to advance to second base.

10. Foul and Fair Balls

10.01 - Foul balls are considered strikes.

10.02 - Foul balls can count as the second strike.

10.03 - A foul ball is:

10.03.01 - Any ball that is kicked and touched by a fielder in foul territory without going into fair territory.

10.03.03 - The entirety of the ball must be in foul territory when touched by the fielder

10.03.02 - Any ball that is kicked and touches in fair territory, but crosses into foul territory before passing 1st or 3rd base.

10.04 - A fair ball is:

10.04.01 - Any ball that touches and stays in fair territory.

10.04.02 – Any ball that is touched by a fielder while in fair territory.

11. Play Ends (Dead Ball)

- 11.01 - When any defensive player has the ball and the runner(s) has/have stopped reasonable advancement to the next base in the determination of the Gamer the play is over. The Gamer should call time.
- 11.02 - When a kicked ball hits a base runner off base or a baserunner on base that is forced to run, it is a dead ball and the runner is out.
- 11.03 - When a live ball goes out of the field of play as determined by the Gamer, it is a dead ball. The Gamer will go over with the captains before the game what areas for each field are considered out of play. Foul territory is considered in play otherwise and the ball is live until the play ends normally.
- 11.04 - When a base runner interferes with a fielder's opportunity to make a play or deliberately disrupts the play it is a dead ball and the runner is out. All other base runners must return to their last base touched prior to the interference.
- 11.05 - If a ball deflates or pops during a play, then the play is dead and must be replayed from the start.
- 11.06 - A delayed dead ball is when a defensive infraction has occurred, but the result of the play determines the outcome.
- 11.07 - A delayed dead ball is:
- 11.07.01 - Obstruction on the defense either by blocking a base or interfering with the runner's right to the baseline when not making an active play on the ball.
 - 11.07.02 - When a fielder (or pitcher against a female kicker) is in front of the imaginary line between 1st and 3rd base before the ball is kicked and makes a play on the ball or interferes with play. If the kicker does not reach first base safely then the delayed dead ball results in an automatic walk to the kicker.

12. Advancing the Bases

- 12.1 - When runners advance from one base to the next, they must stay in the imaginary "base line" which is a straight line between two bases and approximately 5 ft in width. If the runner runs outside the base line to elude a ball thrown at them or a tag attempt they are out. The runner may only run outside the base line to elude a fielder that is making an active play on the ball.
- 12.2 - If a fielder obstructs a runner from reaching a base (i.e. blocking the base or base line) and they are not making an active play on the ball, the runner will be considered safe at the intended base if they would have reasonably made it, in the Gamer's judgment, if not for the obstruction.**

12.3 - Runners are allowed to over-run 1st base, but must not show intention to round 1st and head to 2nd base. If the runner shows intention to head to 2nd base and is hit by the kickball below the neck then the runner is out. No other bases can be over-run (except for home).

12.4 - If a ball is caught in the air by a fielder, runners must return to their base and "tag-up" before advancing to the next base.

12.4.1 - Runners can advance on a caught ball as long as the runner has tagged their original base after the ball was originally touched by a fielder. One fielder can tip and then later catch or tip to another player, but the runner can tag up when less than 2 outs once the first contact happens between fielder and ball.

12.4.2 - Runners may "tag-up" on foul balls that are caught.

12.5 - Runners are allowed to slide into a base. If the runner slides or ducks to elude the ball and is hit while off the base (including the neck or head), they are out.

12.6 - After a ball is kicked inside the field of play, the ball is considered "live" and runners can advance until time is called by the Gamer or the ball is ruled "out of play" by the Gamer.

12.7 - Runners must run to Runner's Home Plate. Instead of runners running toward the normal home plate, the runner must run toward Runner's Home Plate. All players that cross the Commit Line will initiate a force out at home and must continue toward Runner's Home Plate or be ruled out. If the player touches the normal home plate this will result in an out.

12.8 - Runs are scored when runners touch Runner's Home Plate. Runners must cross and touch each base (with the exception of first base) on the way to Runner's Home Plate. If the runner crosses Runner's Home Plate during the 3rd out in the field and the 3rd out was a force out, then the run does not count.

12.9 - If a base is displaced for any reason, the original placement of the base shall be used during the play as the base. Once the play is over, the base shall be replaced.

12.10 - If a baserunner knocks the ball away from the defense on purpose, the runner will be out and no one is allowed to advance further on the bases. This will also result in a Jerk Card being issued to that player.

12.11 - Pinch runners are allowed only when a player on base is injured. When a player requests a pinch runner, the pinch runner shall be the player that was the last out of the same gender.