

Fresno Social Sports Official Kickball Rules

GOLDEN RULE

First and foremost, all Fresno Social Sports leagues are 50% Social and 50% Sport. We do have officials, and we do keep score; however, we expect individuals to respect the league's culture of fair and fun play. Malicious language and rough play will not be tolerated, and individuals who cannot adhere to our standards of fair play and sportspersonship may be asked to leave the league. Fresno Social Sports wants everyone to have fun and be social while enjoying a great sport. Fresno Social Sports will do whatever it can to make sure all players are having fun.

Any rule or situation not expressly defined here will default to whatever the head ref calls.

For those of you who haven't played kickball since our semi-pro days in elementary school – here's the QUICK low down on the rules. You'll notice they're "mostly" the same as baseball or softball, with the main differences being:

- There are 5 innings minimum in a game. Depending on the play of the game, we might have more innings but never less. Total game time is 45 minutes.
- Games CAN end in a tie
- There are 9 players max on the field (minimum of 6)
- All pitches are to your OWN team. The game is WAY more fun when people are kicking.
- The strike zone is anything behind the front edge of the plate, defined by a line that is drawn on the field of play
- Strikes are the ONLY type of call. Since you pitch to your own team, you get 3 pitches. Each miss, flub, errant pitch, or foul ball is a strike. If the catcher or a member of the opposing team interferes with the kicker, it is an automatic free base.
- 3 strikes is an out
- There is no leading off bases or stealing. If you lead off base or steal, it is an automatic out
- You can throw the ball at base runners, but no headshots! A headshot will result in a free base plus an additional base.

Continue reading for the full details.

Rule #0: DON'T BE RUDE!

The first and foremost rule of the game is to have fun. If you are hoping to recapture your athletic glories from the past, this is not the kickball league for you. Fresno Social Sports Kickball is all about playing a silly kid's game, having fun, and meeting new people. Absolutely no whining / rude behavior will be tolerated during the course of a game. Any abuse (verbal or otherwise) of the referees or other players will constitute an immediate ejection from the game. Repeated offenders will be banned from the league. No exceptions.

THE PLAYING FIELD

The field of play will equal the dimensions of a standard softball field (i.e., with the bases being about 60 feet or 20 paces apart).

EQUIPMENT

Fresno Social Sports will provide equipment. This will consist of a red 10-inch playground ball, bases, etc.

OFFICIALS

An official will be at each game.

Officials have the final say on all calls on the field.

Only a team captain or co-captain may dispute a call with the referee. The referee has jurisdiction over the play and may penalize a player, including game ejection, for

unsportsmanlike conduct. Ejected players may not return to the game and if necessary, may be asked to leave the premises;

PARTICIPANTS

All players must be 21 years of age or older. Players may only play on a team on which they are registered. **Exception:** You may function as a substitute player for another team if they are short a player. This is ONLY valid with the head referees' approval.

Fresno Social Sports Kickball reserves the right to suspend any player at any time for unsportsmanlike conduct, violation of any rules, failure to pay appropriate dues, or misconduct without any refund whatsoever. Any team wishing to suspend any member for just reasons must do so on their own and provide Fresno Social Sports Kickball a written reason as to why. Again, no refunds. At the discretion of Fresno Social Sports, any member suspended may not in the future be allowed to participate in any further Fresno Social Sports events.

TEAMS

A team must have at least 6 players minimum and no more than 9 players in the field each inning.

Every player present is required to be in the kicking lineup. Every player present is required to play at least one (1) inning in the field.

If a team is playing with fewer than 9 players, they are not required to have a catcher. If a team cannot field at least 6 players, they automatically forfeit.

There is NO rule regarding gender minimums, maximums, etc.

Each team shall have one Captain and one Co-Captain who are charged with:

- Making sure that only players registered on their team are participating on their behalf in a game.
- Ensuring that their players kick in the same order throughout the game (if necessary, teams can exchange kicking lineups prior to the game).
- Disputing a call on the field and keeping the team under control at all times.

- Making sure everyone on their team understands the rules.
- Staying in contact with Fresno Social Sports Kickball and attending all required league meetings.
- Communicating any changes in regard to scheduling or rules with their team.
- Ensuring that everyone on the team is eligible to play.

Any team that forfeits three or more games will be removed from the remaining schedule and not be allowed to participate in any playoff situations. No refunds will be given, and a team dropped by the league may, at Fresno Social Sports' discretion, not be allowed to rejoin the next season.

Fresno Social Sports will provide team t-shirts to all teams. Players must wear their official t-shirt on the outer layer of clothing during all games, with the exception of planned theme nights. Teams are encouraged to be creative with names and t-shirts without removing or obscuring the Fresno Social Sports Kickball logo or the logo of the sponsors. If any member of a team is not wearing their league shirt, it will result in that player beginning each of their kicks with two strikes.

REGULATION GAME

A complete regulation game shall consist of a minimum of 5 innings or roughly 45 minutes. Depending on the pace of the game, we may have more than 5 innings but never less. If a team is more than 15 minutes late, then they must forfeit.

The game could be called in the event of uncooperative weather. Fresno Social Sports will attempt to reschedule any canceled games. If a game is called due to weather and less than 3 complete innings have been played, the game is canceled and might be rescheduled (and replayed starting at 0-0, top of the 1st). If more than 3 full innings have been played, the final score will be the score at the end of the last completed full inning.

SPORTSPERSONSHIP

Players should have no intentional or unwelcome physical contact with opposing

players. Doing so will be considered unsportsmanlike conduct, and it will be at the discretion of the referee to issue warnings or eject offending players. A player must make the referee aware if they feel any contact was unwarranted.

Trash-talking is permitted as long as it is not cruel, racially motivated, hateful, or a personal attack on another player. The trash-talking should only be good-natured and shall not be allowed to get out of hand. Threats of physical violence are in no way allowed. The team captain shall ensure that their players behave themselves.

Due to the Parks Department regulations, the consumption of alcohol on the fields is strictly prohibited. If a person is seen consuming alcohol in the park by police or park officials, that person is on their own and may be asked to leave the field.

It is Fresno Social Sports' official policy that you follow ALL park rules and city laws.

PITCHING/CATCHING

The pitcher MAY NOT interfere in the gameplay at all. Any touching of the ball after it leaves the pitcher's hand until it is handed to you by the fielding team will be considered interference. All infielders must stay behind the imaginary line stretching from first to third base until the ball is kicked. Failure to do so results in a penalty base awarded.

The catcher must remain in contact with the backstop until contact with the ball is made. The catcher shall not interfere with the kicker in any way. Failure to abide by this rule results in a base being awarded.

There are a minimum of two balls available during each game. The pitcher may request to switch to another ball at any time. The balls are identical, but kicking, dirt, mud, grass, fielding, etc, may alter the shape or feel of the ball. Again, your team is free to use whichever ball they prefer when pitching/kicking.

KICKING

All kicks must be made by the foot. All contact BELOW the knee is considered a kick. Anything hit at the knee or above is considered a strike.

Players must wait until the ball has crossed the strike zone before kicking. The strike zone is marked by a line at the front of the home plate.

Bunting is allowed by any player. Each team may only bunt a total of THREE times per inning.

Any fair-kicked ball that travels outside of a reasonable area of play will result in a ground-rule double. This doesn't pertain to the unlikely event of a home run kick; rather, it pertains to fair balls that then bounce into a play structure, onto basketball courts, etc.

RUNNING

Runners must stay within the baseline. Fielders must stay out of the baseline unless they are attempting to tag a runner out or catch the ball. Fielders trying to make an out on base may have their foot on base but must lean out of the baseline. Runners unfairly hindered by any fielder within the baseline shall be safe at the base to which they were running.

Neither leading off base nor stealing a base is allowed. A runner may only move off their base after the ball has been kicked. And you can't pass the runner in front of you. Nor can you pick up the runner in front of you and carry them. Violations of any of these rules will result in an out.

Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances to their base PLUS an additional base.

Exceptions:

If the runner intentionally uses his head to block the ball. The runner is out. If the runner is ducking, diving, or attempting to dodge the ball and is hit in the head because of this, they are out.

Sliding is NOT allowed. Falling is allowed but not encouraged. The referees will have the final say on whether a run was a fall or a slide. Sliding will result in an out.

A runner may run through first base after kicking the ball. The runner must run to their right (towards the fence) after running through first to be considered safe and no longer in play. Once the runner is out of play, they cannot advance any bases until the next play. If a runner remains at first or runs to the left (into the field of play), they are not yet declared safe and must either return to the base or continue to advance to the

second plate.

A runner is not allowed to run through the second or third base. They must remain on the base to be considered safe. If they run through the second or third base, they are still a live runner and must either advance to the next base or return to the base they ran through. In this situation, the fielder must TAG or THROW the ball at the runner in order for them to be called out.

STRIKES

The strike zone is anything behind the plate. As long as any part of the ball passes through the strike zone, the ball is a strike. A kick occurring in front of home plate is also a strike.

BALLS

There are no balls! Teams pitch to their own players so any pitch is a strike unless kicked or some type of interference.

FOULS

A foul strike is:

- a kick landing out of bounds. The foul is determined by where the ball lands not how it travels to get there. Remember that if such a kick is caught on the fly, it is an out
- a kick landing inbounds but traveling out of bounds on its own before reaching first or third base. (Any ball touched by an in-bounds fielder is automatically in play)
- Any foul that hits a fence or other outside object is a dead ball and not eligible to be caught for an out.
- Three fouls is an out

****When fielding, if you attempt to catch a foul bowl but do not catch it & make contact with the ball, the ball is considered IN PLAY****

OUTS

An out is:

- a count of three strikes
- a count of three fouls

- a runner touched by the ball at any time while not on base (unless a headshot)
- any kicked ball (fair or foul) that is caught before it hits the ground
- a ball tag on a base to which a runner is forced to run
- a runner leading off the base or stealing
- a count of three outs completes the team's half of the inning

FIELDING

There is a line running from the first to the third plate. Fielders are not allowed to cross this line before the kicker has made contact with the ball. If this occurs, the kicker will be automatically safe at the first base.

There is a runner's base and safety base at first, second, and third. Fielders **MUST** tag the safety base (unless the ball is caught or a tag out is made), not the **RUNNING** base. If a fielder tags the running base instead of the safety base, the runner will be safe. Conversely, if a runner runs to the **SAFETY** base instead of the **RUNNING** base, they are not safe until they touch the **RUNNING** base.

At home plate, there is a line running from home plate to the backstop in which a player crosses to score. This is to avoid collisions at home plate.

Once a fielding player has the ball in control and is within 10 feet of the pitching strip or passes the ball to the pitcher, the play ends. Throwing the ball to the pitcher from the outfield does not end the play. The fielder **MUST** be within 10 feet of the pitching strip to end the play. Pitchers are not allowed to intentionally miss the ball being thrown at them. Referees will have the final say on whether or not the play is dead.

Infield Fly Rule: Fielders may not intentionally drop the ball in the infield in order to get multiple out. Example: The ball is obviously an easy catch, and the fielder intentionally drops it to get a double play at second and first. The infield fly rule will be enforced and is determined by the referees.

The play is over if a ball hits a referee while in play.