

# WSSSC OFFICIAL KICKBALL RULES

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### 1. THE PLAYING FIELD

- 1.01 The Winston-Salem Sports and Social Club (WSSSC) will designate a safe field suitable for play.
- 1.02 The catcher's box is a trapezoid with the front of the box aligned with the front of home plate.
- 1.03 The area directly forward the catcher's box, including home plate is fair territory.
- 1.04 The strike zone
  - a. Kickball Field- At least part of the ball crossing home plate is a strike.
  - b. Baseball / Softball Field- At least part of the ball crossing home plate or an area extending one foot on each side of home plate is a strike.
- 1.05 The 1st/3rd base diagonal line is a line drawn from the front edge of first base to the front edge of third base
- 1.06 Area in Play:
  - a. Defined by lines drawn from the rear of the catcher's box to the farthest two cones on the first and third base lines.
  - b. The area beyond the farthest two cones from home plate on the first and third base lines.
  - c. A ball shall be considered out of play if:
    - 1.6.c.1. It contacts the ground outside the out of play line.
    - 1.6.c.2. It is contacted by a player whose body is also in contact outside the out of play line.
- 1.07 The pitcher's area is a box with its front edge aligned with the 1st/3rd base diagonal line.
- 1.08 Upon notification to the Umpire of any improper field set up, the field shall be corrected before the beginning of the next play. Protest based on field set up will not be considered.
- 1.09 The Extra Base is an additional base attached to first base in foul territory.

### 2. EQUIPMENT

- 2.01 While participating in WSSSC kickball, players must properly wear and fully display the official league-sponsored clothing designated for their use.
- 2.02 Teams with a player or players who fail to abide by rule 2.01 are subject to an out after the last kicker & before the first kicker in the line-up.
- 2.03 Athletic shoes are required. Metal cleats are not allowed.
- 2.04 Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Umpire as a performance enhancement must be removed or the player will be removed from play.
- 2.05 The official kickball is the red kickball with a pressure of approx. 1 pound per square inch.
- 2.06 The uniform is an extension of the player.

### 3. OFFICIALS

- 3.01 Games will be officiated by at least one WSSSC designated Umpire. The Umpire governs all game play and issues and has final authority on all rulings.
- 3.02 Umpires have jurisdiction over play and may:
  - a. Call a time out.
  - b. Call off a game due to time, rain or other cause at the Umpire's discretion.
  - c. Penalize a player, including game ejection, for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.
  - d. Cancel the game if lightning or hazardous weather conditions are present.
- 3.03 Umpires may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.
- 3.04 Umpires shall be the official score keeper and are in charge of the game score.

#### 4. PLAYER ELIGIBILITY

- 4.01 All participants must meet the following requirements:
- Must be 21 years of age or older by the date of their first game.
  - Must be adequately and currently health insured against any injury that may arise from kickball play.
  - Must be properly registered with WSSSC by filling out a player contract.
- 4.02 Playing for multiple teams:
- A player may only sign up for one team per night.
  - Post season:
    - 4.2.b.1. A player that played on more than one team in the regular season may continue to play for those teams in the post season
    - 4.2.b.2. If a player is on the roster of two teams (Team A vs. Team B) that meet in a playoff game, the player shall select from one of three options:
      - 4.2.b.2.1. Play for Team A,
      - 4.2.b.2.2. Play for Team B, or
      - 4.2.b.2.3. Do not play in the game
    - 4.2.b.3. If the team the player elected to play for wins, the player may continue to play for that team. If the team the player elected to play for loses, the player may no longer continue to play. If the player elected to not play in the game, the player may continue to play with the team that won.
- 4.03 A team playing a non-registered person, an improperly registered person or a person not registered on that team will forfeit that game.
- The team accused of the infraction bears the burden of proof.
  - If such an infraction is claimed after a game, the infraction must be announced to the Head Umpire before the start of the next scheduled game.
- 4.04 All participants must respect and obey all rules and regulations pertaining to the field used for play during all WSSSC games. Drugs or Alcohol are prohibited on or around the field of play at all times. Participants breaking field rules will be ejected from the game and the field for the remainder of the game and the next scheduled game. A second offense will result in expulsion from the league.
- 4.05 Ejections:
- If a player is ejected, the lineup order will continue in the same formation, less the removed player.
  - An ejected player shall leave the field. If they do not leave in a timely manner, their team is subject to forfeit.

#### 5. TEAMS

- 5.01 Each team must consist of a minimum of ten (10) and no more than eighteen (18) registered players (Teams may have more registered players but the team fee will increase).
- 5.02 Teams must field at least eight (8) players and no more than ten (10). Minimum of four (4) female & the maximum of five (5) males in the field.
- 5.03 Teams must field a minimum of four (4) female players to avoid forfeit. Teams may play with less than five (5) male players but must have a minimum of eight (8) players on the field.
- 5.04 One (1) player must play the position of catcher.
- 5.05 At any time during the game teams may only field one (1) pitcher and one (1) catcher.
- 5.06 Each team shall have one Captain and one Co-Captain who are jointly responsible for the team. The Team Captains must ensure that players do not kick out of order. Kicking out of order will result in an out for that kicker in the lineup.
- 5.07 The kicking lineup does not require a specific gender order.
- 5.08 Only the Captain or Co-Captain may dispute calls with the Head Umpire. A team Captain may raise protest with the Umpire for blatant rule infraction, but will accept the Head Umpire's final ruling.
- 5.09 Protests beyond the Head Umpire will be considered by the WSSSC at its discretion.
- 5.010 The team Captains must provide kicking lineup to the head official up to five (5) minutes prior to the start of the game.
- All lineup changes must be brought to the head official before the change can occur. If change occurs before notifying the official, an out may occur when the infraction is identified.**
  - Any eligible player that shows up after that game has begun must be added to the end of the lineup.
  - A claim of improper kicking order must be made to the Head Umpire who will make the final determination.
  - Such a claim must occur on the field prior to the end of the next kicker's at-kick.
- 5.011 Players in the kicking lineup may switch their fielding positions freely without incurring substitution penalties.

#### 6. SUBSTITUTIONS

- 6.01 A substitute player is defined as a player not included in the initial kicking line-up provided to the official at the start of the game.
- 6.02 A player IS NOT considered a substitute player if they were included in the initial kicking line-up provided to the official at the start of the game. Players already in the initial kicking line-up may switch freely with fielders between innings.
- 6.03 If a player is substituted out of the game, they may not reenter the game.
- 6.04 When a player is substituted into the game, they must be entered in the same spot in the lineup as the player they replaced.

## 7. BASE COACHES

- 7.01 Two members of the kicking team may coach first and third base. The base coaches must assist in retrieving foul and/or dead balls and may switch with other team members to remain in the proper kicking order.
- 7.02 Base coaches may not physically assist runners while the ball is in play. Assisting the runner may result in the runner being called out.
- 7.03 Base coaches must allow the fielders the right to make a play on a live and/or playable ball in foul territory.

## 8. REGULATION GAMES

- 8.01 Regulation games:
  - a. Last seven (7) full innings or 55 minutes.
  - b. For leagues (nights) with 12 or less teams, start times will be 6:45, 7:45, 8:45.
  - c. For leagues (nights) with 13 or more teams, start times will be 6:30, 7:30, 8:30, and 9:30.
- 8.02 In the event of a tie score at the end of the game, the game shall be continued until the tie has been resolved.
- 8.03 Inning eight (8), and all subsequent innings or after time has expired,
  - a. Inning will start with the bases loaded.
  - b. Last three kickers of the previous inning will be placed on the bases at the Umpire's direction.
- 8.04 A game that is called off by the Umpire after four (4) full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. Regulation games called off that are in a tie will be played over at a later date.
- 8.05 A game that is called off by the Umpire for any reason before four (4) full innings of play shall not be considered a regulation game and shall be rescheduled from the beginning.
- 8.06 Grace Period: The WSSSC will grant a grace period for teams to achieve roster minimums once the game start time has passed:
  - a. Minimums can only be achieved when all players are on the field/sidelines designated for play.
  - b. Teams needing a grace period will automatically be assigned as the visiting team.
  - c. The grace period will take place in two successive parts:
    - 8.6.c.1. Teams get five (5) minutes, of game time, to achieve its minimums.
    - 8.6.c.2. Following the passage of five (5) minutes, the game will begin; the visiting team will play until one of the following events occurs:
      - 8.6.c.2.1. The visiting team completes their half inning (3 outs) or,
      - 8.6.c.2.2. The visiting team completes (1) passage through the lineup whichever happens first.
  - d. If the minimums are not achieved by the end of the grace period, the game will be a forfeit.
- 8.07 No new inning may begin five (5) minutes before the end of the game unless the score is tied. (i.e. if the game began at 6:45, no new inning may begin after 7:35)
- 8.08 Mercy Rule: A game is considered over if one team has a lead of...
  - a. 20 or more runs after three (3) innings.
  - b. 15 or more runs after four (4) innings.
  - c. 10 or more runs after five (5) or six (6) innings.
- 8.09 Game protests must be made before the end of the game.
- 8.010 Makeup games:
  - a. In the event of inclement weather or circumstances outside of the league's control, makeup games may be necessary.
  - b. Makeup games may be scheduled on nights other than the night a team normally plays. This includes Monday through Friday.
  - c. Saturday and Sundays may be used at the end of the season.

## 9. PITCHING AND CATCHING

- 9.01 Pitching must be done by hand.
- 9.02 The pitcher:
  - a. Must start the act of pitching within the pitching square
  - b. Must release the ball from the hand within the pitching square.
  - c. Must be within the pitching area when the ball is kicked.
- 9.03 A bouncy called is due to a pitched ball that:
  - a. Does not touch the ground at least twice before reaching home plate. If the second bounce occurs on home plate it will be considered a ball.
  - b. The ball exceeds one foot in height (from the bottom of the ball) as crosses home plate.
- 9.04 No player may field forward of the 1st-3rd base diagonal other than the catcher until the ball is kicked.
- 9.05 The catcher:
  - a. Must field directly behind the kicker and within the catcher's box.
  - b. Cannot cross home plate nor be positioned forward or beside the kicker before the ball is kicked.
  - c. Must give the kicker an adequate amount of space (one (1) yard) to kick.
  - d. May stand behind the catcher's box and outside of the area of play.

## 10. KICKING

10.01 All kicks must be made on or below the knee. Any ball touched above the knee will be considered a dead ball and counted as a foul.

10.02 All kicks must occur:

- a. At or behind home plate. The kicker may step on home plate to kick, however no part of the kicking foot (while kicking) may be in front of or cross the front edge of the home plate.
- b. The kicker is required to start with at least one foot in the catcher's box but may make contact with the ball anywhere on or behind home plate

10.03 Bunting is allowed.

10.04 A "+3" male to female ratio must be maintained in the kicking lineup. (i.e. if you have five (5) female kickers you may only bat up to eight (8) male kickers. Extra male kickers would have to be substituted into the game.)

## 11. RUNNING AND SCORING

11.01 Runners must stay within the base path.

11.02 Fielders must stay out of the base path. 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.

11.03 Leading off base or stealing a base is NOT allowed. A runner may advance once the ball is kicked. A runner off of his/her base when the ball is kicked is out.

11.04 If a fielder is making an active play on the ball, runners must give fielder adequate space to make a play.

11.05 Tag-Ups are only required before advancement on a caught ball. If the runner has not moved off of base before the ball is touched or caught by a fielder, the runner may run forward without a forced tag up.

11.06 There will be no infield fly rule.

11.07 The Extra Base:

- a. The Extra Base is only available for runners traveling from home plate.
- b. Runners may overrun the Extra Base.
- c. Runners hindered by a fielder touching the Extra Base will be safe.
- d. If a defensive play is being attempted at first base to get the kicker out, the kicker shall use the Extra Base, even if they intend to run to second base.

11.08 Base Running on Overthrows;

- a. An overthrow is a ball thrown, kicked, or deflected out of play (each field will be marked) while making a defensive play toward a player or base.
- b. Once the ball reaches out of play the Umpire will call time and advance the runners accordingly.
- c. A runner may advance only one base beyond the last base touched when the ball travels into the out of play territory.
- d. When a live ball is unintentionally carried by a fielder from playable territory into a dead ball area, the ball becomes dead immediately. All base runners are awarded one base from the last base touched at the time the fielder enters dead ball territory.

11.09 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 made during a force play situation, or when the kicker is put out before touching first base.

11.010 At the end of a game the team with the most runs wins.

11.011 Courtesy Runners:

- a. Only one courtesy runner may be had per inning.
- b. All courtesy runners must be the last out and of the same sex.
- c. If a baserunner cannot continue for any reason and a courtesy runner has already been used in the inning, the baserunner shall be out.

## 12. STRIKES

12.01 A count of three (3) strikes is an out.

12.02 A strike is:

- a. A pitch within the strike zone that is not kicked.
- b. A pitched ball that hits any part of home plate after its second bounce.
- c. An attempted kick missed by the kicker inside or outside of the strike zone.

12.03 Foul balls count as strikes:

- a. Following a kicker's second strike, an additional foul ball will be granted and will not count as a strike.
- b. Following a kicker's second strike, the second foul ball will count as an out.

### 13. BALLS

13.01 A count of four (4) balls advances the kicker (male or female) to second base.

13.02 If a male kicker is walked and a female kicker follows in the lineup, she has the option to kick or advance to first base.

13.03 A ball is:

- a. A pitch outside of the strike zone as judged by the Umpire where a kick is not attempted.
- b. An illegal bouncy.
- c. Any catcher crossing home plate or positioned forward or beside the kicker before the ball is kicked.

### 14. FAIRS AND FOULS

14.01 A foul is:

- a. A kicked ball landing in foul territory.
- b. A ball kicked in front of home plate.
- c. A kicked ball that lands in fair territory but under its own power runs into foul territory before it reaches first or third base.
- d. A kicked ball touched in foul territory or stopped by the kicker in foul territory.
- e. A kicked ball whose direction is altered by contact with any object other than the ground in foul territory, and called as such.
- f. A kick made on or above the knee.
- g. A kicked ball touched more than once in the catcher's box or on the plate, or stopped (with the foot) by the kicker in the kicking box.

14.02 A fair is:

- a. A ball kicked that lands and remains in fair territory.
- b. A ball kicked that lands in fair territory then travels into foul territory beyond the first and third bases.

14.03 All fair balls are in play unless specifically mentioned in section 15.

### 15. OUTS

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

15.02 An out is:

- a. A count of three (3) strikes.
- b. Any kicked ball (fair or foul) that is caught by a fielder.
- c. A ball tag on a base to which a runner is forced to run, before the runner arrives at the base.
- d. A runner touched by the ball or who touches the ball at ANY time while not on base while the ball is in play.
- e. A runner off of his/her base when the ball is kicked.
- f. A runner physically assisted by a base coach during play.
- g. Any kicker that does not kick in the proper kicking line up.

### 16. BALL IN PLAY

16.01 Once any player in the field has the ball in control and retains possession on the pitching area, and base runners are no longer advancing, the play ends at the Umpire's discretion.

16.02 Interference is:

- a. When any non-fielder or non-permanent object touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed.
- b. When any runner on or off base intentionally touches a ball. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came.
- c. When a ball in foul territory touches any permanent object. This interference causes the play to end, and all runners shall return to the base from which they came.

16.03 During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

16.04 Sideline area. Prior to the kick, no participants (or spectators) may be in the sideline area except for the kicker, the catcher, Umpires and designated base coaches. After the kick, fielders and base runners in the process of playing the game may also occupy the sideline area.

### 17. INJURIES

17.01 In cases of injury or illness, a time-out may be requested for participant removal.

17.02 If an injured participant opts to return to play, they must do so prior to their next at-kick. If the injured participant's next at-kick is skipped before they are able to return to play, they may not return to the game.

17.03 If a player is injured or becomes ill and cannot continue, the lineup order will continue in the same formation, less the removed player.

17.04 Injured players who do not kick shall not play in the game.

## 18. WACKY RULES

18.01 Each team may designate one inning (before the game) for a wacky rule.

- a. Wacky rules are optional. Teams are not required to select a wacky rule.
- b. If one team does elect to use a wacky rule, the opposing team shall observe it in their half of the inning.
- c. Wacky rules last the complete inning.
- d. Wacky rule has to be completed by the 4<sup>th</sup> inning of the game.
- e. Each team is responsible for letting the Umpire know it's their inning for the wacky rule. A team has until the first out of the top of the inning to do so or their wacky rule is forfeited.

18.02 Wacky rules have to be approved by the Umpire.

18.03 All wacky rules are subject to review and can be determined inadmissible for future games.

## 19. INDOOR FIELD PROVISIONS

19.01 Ceiling in Play: A kicked ball remains live when it touches the ceiling. Following a bounce, or multiple bounces off the ceiling, if immediately following the ball:

- a. Is landing fair, it is considered in play and eligible to be caught as a pop fly, as long as it has not yet contacted the ground, hit an out-of-play wall (see Rule 19.02b or 19.02c). The kicker should treat this like a normal kick. Runner(s) should be cautious and treat this like a normal pop fly.
- b. Is landing foul, it is considered a foul ball and is eligible to be caught as a pop fly, otherwise when it touches foul territory or a foul wall (see Rule 19.02a), it is counted as a foul ball against the kicker.
- c. Touches an out-of-play wall (see Rule 19.02b), the ball is considered dead; the ball may not be played, runners may not advance, and it is counted as a foul ball against the kicker.

19.02 Walls

a. 1st Base Wall: Foul and in play.

19.2.a.1. If the kicked ball touches this wall before being played by a defender in fair territory, or before it passes first base, it is considered a foul ball.

19.2.a.2. This wall is in play once the ball has been fairly played by the defense.

b. 3rd Base Wall: Out of play

19.2.b.1. Any time the ball touches this wall, it will be considered dead.

19.2.b.2. If the kicked ball hits this wall on the fly, it is considered a dead and a foul ball.

19.2.b.3. If the kicked ball hits this wall on the ground and the ball:

19.2.b.3.1. Has not passed third base, it is a dead foul ball.

19.2.b.3.2. Has passed third base (is a fair ball), it is a dead ball and runners will be advanced one base past the previous base touched.

- c. If a ball in play is played against this wall by any defensive player, it is considered out of play and is a dead ball; runners will advance one base past the previous base touched.
- d. Wall between left field and the deepest of three columns in left-center field, including the column: Any ball that touches this wall on the fly is eligible to be caught as a pop fly, otherwise it is in play.
- e. Wall between the deepest of three columns in left-center field, through deep center field, and right field: Any ball that touches this wall is in play and will be treated as a ground ball, regardless of if it was caught on the fly.

19.03 Basketball Goals:

- a. 3rd Base Line Goal: This goal is out of play and is enforced the same way as the wall behind it. (see Rule 19.02b)
- b. Right Center Field Goal: Any ball that touches this goal is in play and will be treated as a ground ball, regardless of if it was caught on the fly.

19.04 Stuck Balls: If the ball gets stuck on the walls or goals:

- a. In fair territory: The kick will be ruled as a ground rule double and runners will advance accordingly at the Umpire's discretion.
- b. In foul territory: The kick will be counted as a foul ball against the kicker.
- c. Throw a shoe at it.

19.05 Teams must field at least six (6) players and no more than eight (8). Minimum of 3 female & the maximum of 4 males in the field.

19.06 Teams must field a minimum of four (3) female players to avoid forfeit. Teams may play with less than six (4) male players but must have a minimum of eight (6) players on the field.