

## Kaw Valley Kickball League 2016 Rules

In general, baseball rules apply to Kaw Valley kickball rules. If questions arise during the season, the Board will augment the rules and re-post the modified rules. **Rules in bold are amendments for the 2016 season.**

### A. PLAYING FIELD

1. The kickball diamond is a square with equal sides of 65 feet.
2. Distance from home plate to second base and first to third is 91 feet, 11 inches.
3. The pitching rubber is 40 feet from home plate along the home/second base diagonal.
4. The defensive diamond, in which no defensive player may enter until a ball is kicked, is a shape created by measuring 35 feet from home plate along each foul line and drawing a line from each of these two points to the pitching rubber.

### B. OFFICIALS

1. Games shall have 4 referees
  - a. The head referee should be positioned behind home plate looking down either the third base or first base foul line, and an assistant referee should be positioned behind first base along the first base foul line. Another assistant referee should be positioned behind third base along the third base foul line. The fourth assistant referee should serve as the official scorekeeper, and should be positioned behind home plate looking down whichever foul line the head referee is not observing.
  - b. The scorekeeper's primary responsibility is to keep score, check for illegal batting line-ups, check that teams are batting in the correct order, mark start times, and to be an extra pair of eyes on the field. Any referee may defer to the scorekeeper for a call if the scorekeeper has a better vantage point.
2. Referees for a particular game shall be provided by the two teams scheduled on that same field that evening. Each team must provide at least two capable referees. Failure of a team to provide a referee will result in a forfeit for that team. (see rule L.5)
3. In a game with fewer than 4 referees, the head referee shall keep the official score on the scoreboard, while team captains will also keep score on the score sheet. Referees should make sure there are no discrepancies between their score and the score sheet between each half-inning.
4. The head referee has jurisdiction over play including delaying or postponing games due to rain or lightning.
  - a. "Flash-Boom" Rule: Play should be suspended immediately and players should find shelter when a flash of lightning and following boom of thunder are within five seconds of one another. Play may resume when 15 minutes have passed since a flash-boom of less than 5 seconds.
  - b. Play should be suspended due to rain when puddles of standing water have formed within the kickball diamond.
5. Referees may clearly signal that a play is over (see rule J.1) by calling "time".

*If the referees consult after a play and change a call that had been made, then they have the authority to take all steps that they may deem necessary, in their discretion, to eliminate the results and consequences of the earlier call that they are reversing, including placing runners where they think those runners would have been after the play, had the ultimate call been made as the initial call, disregarding interference or obstruction that may have occurred on the play; failures of runners to tag up based upon the initial call on the field; runners passing other runners or missing bases; etc., all in the discretion of the referees.*

### C. TEAMS

1. Teams must play between 8 and 10 players in the field. If fielding 10 players, one must play the catcher position. Each team must field at least 3 men and 3 women in the field at all times. Failure to meet these guidelines within 10 minutes of the scheduled start-time of a game will result in forfeit (see rule L.5) (see **C.6.b for "Injury Play Act - Tournament Exception"**).
2. Any player who kicks during a game must play at least one inning in the field, and any player who plays in the field must kick at least once, or shall be considered an illegal player.
3. Kicking orders shall contain between 10 to 12 spots. Kicking orders with less than twelve spots must designate at least three spots exclusively for men and for women; orders with twelve spots must designate at least four spots. To accommodate for teams with more than twelve players, two players may share one spot in the order as long as both players kick at least once in the game.
4. Any player who kicks out of order shall be called out.
5. If a team is not able to field a full squad (8 or 9 players), all players shall have their own spot in the kicking order and late arriving players may be added at the bottom of the order. The opposing captain must be notified of all additions to the kicking order, and all changes must be approved by the head referee.
  - a. If a team is already using the full 12 line-up spots, late arriving players can be added to a shared line-up spot. Lineups must remain legal by rule C.3
6. **If a player is injured and is not able to kick when their spot in the order is up and/or is not able to continue to field while on defense, that player's kicking spot must be scratched from the line-up and if necessary the injured player may be replaced on defense immediately, the injured player may not re-enter the game at any point.** If an injury, emergency, or disqualification causes a team to fall below eight total players the team must forfeit (see C.1). If an injury causes a team to fall below the minimum three men and women, **the Injury Play Act may be used (see C.6.a).** The opposing captain must be notified of all changes to the kicking order, and all changes must be approved by the head referee.
  - a. **"Injury Play Act" (IPA):** Teams are allowed to play with only 2 men or 2 women **after a game has begun if an injury occurs during game (see C.6.b for "Injury Play Act - Tournament Exception"). 1 man or 1 woman is NOT ever allowed.** When a team calls upon this rule, they will only be able to play 9 players in the field. Also, **that team must maintain their kicking order and may only kick 10 spots or less in their kicking order, with the injured player's spot being an automatic out.**
  - b. **"Injury Play Act – Tournament Exception":** **If the "Injury Play Act" is called upon within a multiple game and/or multiple day tournament, it can continue to be used in following tournament games without forfeit (see C.1.) providing that the injured player is not on the line-up. When the Injury Play Act is used in this continued fashion, a team will still only be able to play 9 players in the field and their kicking order may only be 10 spots or less with the automatic out enforced after the last kicking spot. Rule C.5. can still be applied in this case as long as the player added is not the injured player from the original use of the IPA. If the application of rule C.5. allows for the IPA to no longer be applied, the Tournament Exception will not be allowed in subsequent Tournament games.**
  - c. Any player removed from the line-up (for injury or any other reason), has their spot scratched, other players on the line-up can not be swapped into that spot, but if the line-up results in an illegal line-up according to rules C.3. and C.5. a player in a shared spot may be moved to the bottom of the line-up.
7. Each player may play for ONLY ONE team throughout the season, or shall be considered an illegal player. Teams found to be using illegal players in this regard shall forfeit any games in question.
8. Each team shall name a captain and assistant captain, who are responsible for turning in a line-up to the head referee each game.

- a. Captains and assistant captains (2 total) are the only players on a team that may discuss calls with referees during the course of a game.
- b. Equipment
  - i. "Home" teams of the early games (as listed on the schedule) are responsible for picking up the equipment at the equipment shed (**721 E 9th street - at the Art Emergency Warehouse - near Hobbs Park**). The shed will be open 45 minutes to one hour before game times.
  - ii. The winning teams of the late games are responsible for returning all equipment from their field to the Game of the Week location by 9:00pm. Failure of a team to return the equipment on time may result in a forfeit of their previous victory.
  - iii. Metal cleats are prohibited for all official KVKL events. The use of metal cleats in a game will classify the player as "illegal" (see rule L.5)

#### D. REGULATION GAMES

1. Games are a full nine innings, with extra innings if necessary, as per baseball rules.
2. If one team is ahead by 15 or more runs after one hour and twenty minutes of play, the game shall be considered over. This shall be known as the "Enough-Already Rule".
3. A game that is called off by the head referee at the end of a full 5 innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. However, if both teams wish to continue or re-start the game at another time, then the league will endorse that game. Regulation games that are called off and have a tied score shall be recorded as a tie unless both teams make arrangements to complete the game. Post-season tournament games will be finished to a full nine innings but may be suspended or re-started on a different day due to inclement weather or other conditions as determined by the commissioner or head referee.

#### E. PITCHING AND CATCHING

1. A pitch that is not bouncing, rolls across home plate and is rolled at a reasonable speed (as determined by the head official) is considered a strike. Referees should use their discretion to make sure that every kicker gets the chance to kick a ball of their liking, but if a kicker is letting kickable pitches go by, strikes should be called.
  - a. Kickers are out on the 4th strike.
  - b. Kickers may strike out on a pitch that the head referee calls a 4th strike.
2. Kickers may not be walked. However, if a referee thinks that a pitcher is intentionally rolling poor pitches, he may reprimand the pitcher and encourage him or her to pitch to the kickers liking. In VERY extreme circumstances, a referee may ask another player on the fielding team to pitch. In ABSURD circumstances, the head referee may disqualify the pitcher.
3. A legal pitch must begin within a step to either side of the pitcher's strip.
4. Until the ball is put into play by a kick, defensive players may not enter the "defensive diamond" (See Rule A.4). If a referee witnesses a defender enter the defensive diamond prematurely, the referee shall yell, "Encroachment!" and point to the defender in violation. If encroachment is called, the kicker shall be awarded 2nd base, and all other runners advance as they are forced (like a walk in baseball, but 2 bases).
5. Catchers may not interfere in any way with the kicker's attempt to kick a pitch.
  - a. Catchers must be positioned behind the front face of home plate, and at least three feet to either side of home plate ("catcher's box"). Catchers may not position any part of their body across the vertical planes of the catcher's box during a pitch. This is considered encroachment (2 bases awarded).
  - b. Catchers must remain stationary from when the pitch is rolled to when the ball is kicked. This is considered defensive interference (1 base awarded).
  - c. Catchers must yield to a runner on his/her way to first base. If a catcher makes contact with a runner on the way to first base, intentionally or accidentally, the runner will be considered safe at first base, regardless of the play made on the field. A referee may also call catcher's interference regardless of contact being made on a play. Players who abuse this rule by intentionally running into a catcher will automatically be out.

#### F. KICKING

1. All kicks must occur at or behind home plate. A kick in front of home plate is considered to be a foul kick. The kicker's plant foot (non-kicking foot) shall be used to determine whether they have crossed the front of the plate. If a player kicks a ball in front of home plate, the head referee shall call "foul ball" immediately. As with all foul balls, the kicker may not advance, but, if caught, any runners on base may tag up.
2. Bunting is legal.

#### G. RUNNING

1. Neither leading off base nor stealing a base is allowed. A runner is out if he or she is off base when the ball is kicked.
2. Tagging up is allowed. Runners may tag up when a fly ball makes contact with a fielder. Runners do not have to wait for a fielder to have full possession of a fly ball to advance. Tagging up is allowed on any kicked ball caught in the air, including kicked balls caught in foul territory.
3. "Headshot Rule": Hitting a runner with a thrown ball that first contacts a runner above shoulder level is not allowed. Any runner hit above the shoulder level while running upright shall be considered safe at their target base and all other runners may advance freely. However, any runner sliding, ducking or moving one's head below normal standing height forfeits this 'headshot' safety rule.
  - a. If a referee rules that a defensive player intentionally or maliciously throws at a player's head when they are sliding or ducking, the referee should STRONGLY consider expelling the defensive player from the game.
4. All ties will go to the runner.
5. Runners are allowed to over-run first base only.
  - a. To return to first base safely, runners are reminded to
    - i. Turn to the right,
    - ii. Remain in foul territory, or
    - iii. Not fake or appear to make any move toward second base.
  - b. Runners that overrun first will be in play and eligible to be tagged out if:
    - i. They make any move or fake towards 2nd base or
    - ii. The base runner's turn to the left results in the base runner blatantly entering fair territory, but
    - iii. The referee should always consider the runner's intent.
6. Avoiding contact between runner and fielder should be a priority for all players:
  - a. When a defender is making a play on a ball the runner shall not make contact with the defender or that runner shall be called out, unless the defender does not allow the runner opportunity to touch the base (blocking a base), except in the case of rule E.5.c. (catcher interference)

- b. When a defender is not making a play on the ball they shall avoid the path of a runner and shall not make contact with a runner or that runner be awarded an extra base (or be called safe if they do not make it safely to the next base).
  - c. Excessive/malicious contact by either runner or defender is grounds for ejection.
  - d. The first-base plane: To avoid collisions at first-base, defenders shall not cross the first-base line to field a throw and step only on the white side of the base; the runner shall run on the foul side of the first-base line and step on the orange side of first base. If contact is made between the runner and defender in foul territory the runner shall be safe. If contact is made in fair territory, the runner shall be out.
7. Once the pitcher gains and retains possession of the ball within the kickball diamond (see rule A.1):
- a. Runners who are off base at this time and maintain forward motion may attempt to advance to the next base.
  - b. Runners who are off base at this time and not in forward motion must return to the base from which they were running.
    - i. Returning runners may be tagged, thrown out, or the illegally passed base may be tagged while the ball is still "live." Refs may safely return runners to their appropriate base after a play is over unless the runner has already been tagged or forced out.
    - ii. If a runner has passed more than one base illegally, any of the illegally passed bases may be tagged to get the runner out provided the runner has yet to return to that base. If "time" is called and the head referee determines that a runner crossed more than one base illegally, at that point the runner should be out rather than allowed to return to the first illegally crossed base safely. (An illegally crossed base is classified as 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> base.)
  - c. If a pitcher loses possession of the ball while the ball is still "live" runners may continue without returning to the first illegally passed base, but if a runner has passed more than one base illegally they must first return to the second of the illegally passed bases before continuing.
  - d. Any runner is out when they pass a preceding runner before such runner is out.
8. A runner that is forced from a base by a ball in play is no longer safe on that base until the force is removed.
- a. If the runner is hit or tagged with the ball while occupying a base they are forced from, they are out.
  - b. A runner hit or tagged while occupying an unforced base is safe, except in case of rule I.5. (intentional contact).

#### H. FOULS

1. A count of four strikes/fouls constitutes an out.
2. A foul is:
  - a. A kick landing out of bounds.
  - b. A kick landing in bounds, but traveling out of bounds, untouched by a defensive player or runner, before reaching third or first base.
  - c. Any ball that first hits any object or person in foul territory, irrespective of its consequent path (see "Tree Rule" (I.3.a) for exception).
  - d. A ball that is kicked in front of home plate.
    - i. A kicked ball in foul territory that hits a fence, an umpire, a spectator, or other outside object *shall* be considered a foul ball and not eligible to be caught for an out (see "Tree Rule" (I.3.a) for exception).

#### I. OUTS

1. A count of 4 strikes. A 4th strike and a recorded out can be recorded on a foul ball or called strike.
2. A runner touched by the ball while not on a base.
  - a. In the event that a kicked ball hits a kicker after they have moved from behind the home plate in fair territory and are making their way to first base without a defender touching the ball, that player is out. However, if the kicker is still behind the plate or in the act of kicking (i.e. a double kick) and the same situation occurs, it will be considered a foul ball that must be caught in order to be an out.
3. Any kicked ball, fair or foul, that is caught.
  - a. Tree Rule: A kicked ball that strikes a tree during its course of flight may be then caught for an out.
4. A fielding player in control of the ball and touching a base to which a runner is forced to run, before the runner arrives.
5. A runner that intentionally makes contact with the ball while on base.
6. A runner that makes contact with a fielder making a play on a kicked ball. It is the runner's responsibility to avoid a defensive player attempting to make a play on a ball (except in the case of rule E.5.c.).
7. A runner who deviates more than two steps to either side of their path to the next base when attempting to avoid a defender with possession of the ball.

#### J. BALL IN PLAY

1. Once the pitcher gains and retains possession of the ball within the diamond (see Rule A.1) and all runners are on a base without a defensive attempt to get them out, the play ends. Refs may call "time" to end a play but should only do so after these conditions are met. Also, if a fielder has possession of the ball on the infield and asks a referee for time-out and it is granted by a referee, then the play is considered over. Referees are only to give timeout when the play has come to an obvious conclusion.
2. Play stops if an out-of-bounds individual (player or non-player) interferes with the play. The official should determine where runners should be in a case-by-case basis.
3. Ground-Rule Doubles:
  - a. If a kicked ball becomes unplayable in any landscape in fair territory, on a bounce or in the air, the referees shall rule the play dead and award a ground rule double to the kicker. All runners shall advance 2 bases from their location **when the ball becomes unplayable**.
  - b. On a field in which a fence surrounds the area of play, if a thrown ball leaves the area of play each runner shall be allowed to continue to the next base in front of them, and then advance an additional base.
4. Ground-Rule Triples: When a kicked ball hits the ground in fair territory then bounces over the back outfield fence, play stops and the kicker and all runners shall advance three bases from their location at the beginning of play.
5. Home Run: If ball hits the outfield fence or player without hitting the ground in fair territory and goes over the back outfield fence, this is a home run.
6. Deflated or "Popped" Ball: No matter when a "popped" ball occurs during a play, it is a immediate "dead ball". The play resets, the kicker re-kicks and any runners return to their base from before the play began.
7. Defensive team members not currently holding a defensive position and Offensive team members excluding 2 base coaches (1st & 3rd) and the next 2 upcoming kickers must remain out of the playing field (including foul territory) during play
  - a. Any clear disruption of a defensive play by a offensive team member (allowed on the field or not) is interference and the kicker is Out.
  - b. Any clear beneficial assistance to a runner by a fellow team member is illegal and that runner is Out.
  - c. Any clear beneficial assistance to a defensive player by a fellow team member (who is not a active defensive player) is interference, all runners are awarded 1 extra base (or the next base they did not reach safely) at the conclusion of the play.

K. DISQUALIFICATIONS (SEE CODE OF CONDUCT FOR COMPLETE INFO ON THIS SUBJECT)

1. If a head referee feels threatened by any player, or is repeatedly questioned about calls by non-captain or non-assistant captain players, he or she should warn that team's captain, assistant captain and all other referees that the player has been given a warning. After a warning is issued, the head referee or any other referee may disqualify that player.
2. Fighting of any sort will result in a disqualification. The head referee has jurisdiction over what is considered fighting.
3. If a player is disqualified from a game, he or she can be disqualified from Kaw Valley Kickball permanently, based on a review of any incident by the commissioner and a vote of the council.

L. TEAM AND PLAYER ELIGIBILITY

1. The season will consist of 10 regular-season games and a post-season tournament. Games are usually played, but not limited to, Sunday evenings between Memorial Day and Labor Day.
2. The commissioner or acting commissioner may call off an entire week or games due to weather extreme circumstances. Rained-out games will be either cancelled or rescheduled, depending on field availability.
3. If any team cannot field a team on a given Sunday, that team captain may reschedule that game with the consent of their opponents. Teams who reschedule a game ahead of time are still required to supply referees for games at the originally scheduled time of their game, unless other arrangements are made.
4. Waivers
  - a. No team shall be allowed to participate in any KVKL games until the captain and assistant captain have both signed the Captain's Waiver.
    - i. Any team competing before the captain and/or assistant captain have signed waivers may forfeit the game in question.
  - b. No player shall be allowed to participate in any KVKL games until they have signed the Player's Waiver.
    - i. Any person competing before signing a waiver shall be considered an illegal player.
5. Illegal Players
  - a. Any team that uses an illegal player may forfeit all games in which the player in question has played depending upon board discretion.
  - b. A player is considered "illegal" when he/she:
    - i. Has not signed a player's waiver.
    - ii. Is using metal cleats
    - iii. Has already played for another KVKL team at any point in the same season.
    - iv. Kicks during a game without fielding, or fields during a game without kicking.
    - v. Is currently suspended by the KVKL.
6. A player must have played at least 4 regular season games for that player to be eligible for playoff games.
7. A list of eligible players will be provided to every team before the playoffs begin.
8. Forfeits
  - a. Teams that fail to meet the expectations and responsibilities of all teams in the league **can be subject to forfeits and/or loss of "returning team" status.**
    - i. If the behavior in question occurs during a game (i.e., failure to field a full team, use of an illegal player), the forfeiting team can automatically receive a loss for that week's game and their opponent will automatically receive a victory.
    - ii. Teams that receive two forfeits will be barred from competition in the post-season tournament and will not receive "returning team" status in the next year's team registration.

**Kaw Valley Kickball League 2016 Player Code Of Conduct**

A. The Kaw Valley Kickball League is designed solely for the recreational values derived by the players, captains, mascots and spectators for the sport of kickball. Players will conduct themselves at all times according to the rules of the game. KVKL reserves the right to disqualify any player or team who does not follow the rules of the league. All of the following are subject to board review.

B. Any people (players, captains, mascots, spectators) ejected from the game shall leave the facility and/or Park immediately. Failure to do so may warrant a forfeiture of the game by the official. The captain(s) shall be responsible for actions by his/her players and spectators and is responsible for informing them of all rules. The head referee along with scheduled game referee's, are responsible for determining what is unsportsmanlike.

C. Unsportsmanlike conduct is prohibited. Unsportsmanlike Conduct is defined as but not limited to: badgering or taunting of opponents, officials or spectators. A player, spectator, referee or mascot who is ejected from the game for unsportsmanlike conduct will be penalized as follows:

- 1. The first ejection, must miss remainder of the game and leave the park grounds immediately. Person who is ejected may not stay in dugout, bleacher or parking lot area. Exception: If the misconduct ejection occurs after the game is completed, the person will be suspended for the next scheduled game including being prohibited from the dugout, bleacher, or parking lot area.
- 2. The second ejection leads to an automatic (5) five game suspension. \*\*So stated to mean the next (5) five-scheduled league games. This includes KVKL championship tournament, and carries over into the next season if needed. Teams charged with unsportsmanlike conduct will also be on probation for one calendar year. The said team and/or player will be under review before, during, and after the team registration process and during the current KVKL season. A player will also not be welcome to participate in any KVKL charity tournaments while serving a suspension.
- 3. The third ejection automatically disqualifies the person from further KVKL sponsored competitions for a minimum of one calendar year from the time of the incident.

D. Disqualifications – Ejections: Any player or representative of a team that verbally or physically harasses a referee or opposing team players before, during, or after a game will receive a minimum of (1) one year probation and players team will receive the same degree of penalty per review by the KVKL board. If a head referee feels threatened by any player, or is repeatedly questioned about calls by non!captain or non!assistant captain players, he or she should warn that team's captain, assistant captain and all other referees that the player has been given a warning. After a warning is issued, the head referee or any other referee may disqualify that player.

E. The striking of another player witnessed during a KVKL sanctioned event (including a player who strikes back after being struck) will be penalized as follows:

- Ejection from game and minimum of 1-year suspension of player(s) involved per review of KVKL board. – Pending further review additional punishment can be levied against players involved, including permanent disqualification from the league.

F. Appeals - Players and teams may appeal punishment applied toward them or their team in a written letter (or email to a current board member) that will be reviewed on a regular board schedule meeting or equivalent meeting of the KVKL board members. This review will not effect the schedule of the beginning of punishment decided by the KVKL board, only the duration, severity, and type of said punishment toward the player and/or team.