



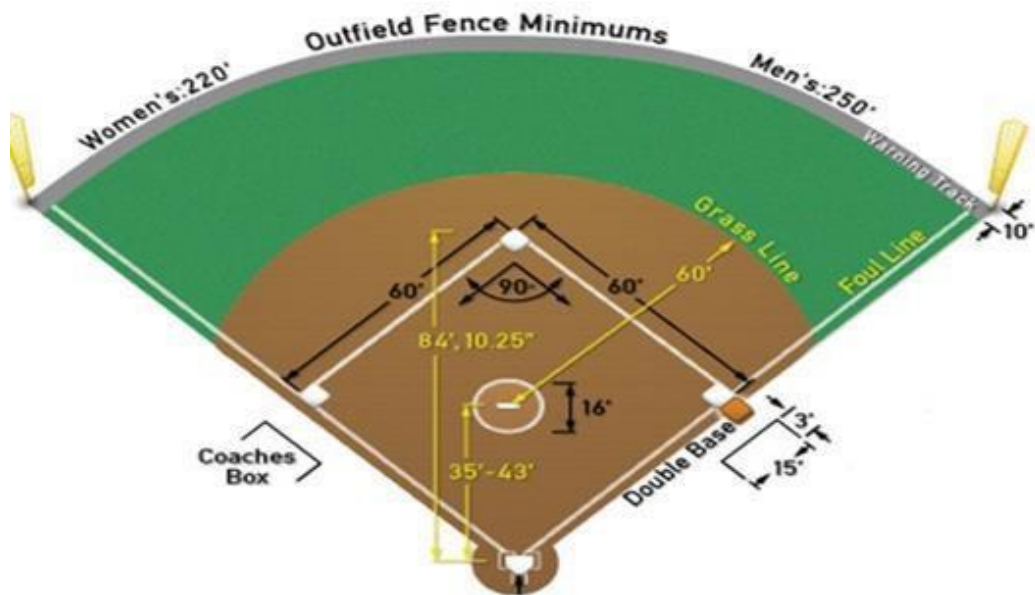
League Rules

The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, the Board of The Southside Kickers Kickball League (AS A WHOLE) will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules. These rules are subject to change without notice. To be eligible to play with the Southside Kickers Kickball League, a player (female) must be 21 years of age or older.

Field Set up

1. The pitcher must pitch the ball from behind a diagonal line or encroachment line painted from 1st-3rd bases and directly in front of home plate.
2. Distance between bases is 60ft.
3. Two green mats (12"W x 17" L) will be placed on both sides of home plate to aid in the visual of the strike zone for players. When a ball rolls over any part of the green mats it is a strike.

Diagram 1





Rosters

1. Rosters lock on the **Wednesday after the 2nd week** of games.
2. Players must be PAID and REGISTERED on our website to be deemed a legal player.
3. Players may only play for one team within the same season.
4. All players on the roster must play in at least (3) three regular season games in order to qualify for playoffs.

Kicking Order

1. Referee will call the GAME to start. EVERY Game **must start on time** with 5 min grace for the GREETING/EXCHANGE OF “KICKING ORDER/ ROSTER” (2) between each HEAD COACH AND the SCORE KEEPER (s).
2. **All players present in dugout must kick!** Unless reported as injured! If reported as injured, that player may not play that game or the next in the case of double headers.
3. If a player is scratched from the kicking order during the game due to an injury, **they MAY NOT** return to the game. No out will be assessed. On offense if a player requires a sub more than once, that player will be pulled from the game. No out will be assessed.
4. The kicking order shall not change.
5. The OFFICIAL MUST reasonably believe a player is injured before awarded a substitute runner.

ILLEGAL PLAYERS

1. Any player found to be playing (not registered on our website/ not paid in full/ under age / under the influence of alcohol or any illegal substance) will be suspended and their team will forfeit the game the player participated in.
2. If a player who is in the game is believed to not be on the roster, the game will continue, but then the game may be protested to the BOARD of the PLAYSSK Kickball League by the following day at 10am.
3. The team manager must verify identity of that player by ID check. If a player is found to have played in a game without being on the roster, it is an automatic forfeit for the team using the illegal player.



TEAMS

Each team must have at least 11 players on the roster with a maximum of 20 players.

Max 11 players on defense.

No more than 4 players in the outfield

8 is the minimum number of players allowed to start a game.

1. All players in the infield area **MUST** remain behind the 1st-3rd base line until the ball is kicked, with exception of the catcher.

2. The Home team has an option to take the field or kick first.

3. BE ON TIME!!.... A PLAYER may not be added to the kicking order roster **AFTER the start of the 3rd inning. After the 2nd INNING ENDS any player in the kicking order that has not arrived will be an OUT for every inning thereafter.**

4. A team failing to field at least 8 players within 15 minutes after the scheduled game time, the team will forfeit the game.

5. All forfeits are counted as losses. The opposing team will be awarded **6 points** for that game.

6. Forfeits are frowned upon, but if it is an emergency and a team cannot field enough players (8), to participate in the game, the team manager/captain/coach is responsible for contacting the opposing team and the League Director.

7. Each team must provide their own **SCORE KEEPER**. The Score Keeper must sit at the designated score keeper's area. The **HOME** team score keeper will have the official book.

***IF ANY INJURY OCCURS DURING A GAME AND IT IS FOUND THAT THE PLAYER WAS UNDER THE INFLUENCE OF AND ILLEGAL SUBSTANCE / ALCOHOL, PLAYSCK Kickball League WILL NOT BE HELD LIABLE AND REFUSES TO TAKE RESPONSIBILITY FOR ANY MEDICAL/INSURANCE OBLIGATIONS FOR THAT PLAYER.

UNIFORMS/EQUIPMENT

1. Uniforms, with player name and number are required to be worn to participate in the league.

2. All players must have a uniform by the 3rd week of games. No duplicate numbers.

3. Rubber cleats ONLY!

4. NO JEWELRY ALLOWED ON FIELD: NO BRACELETS nose rings, eyebrowrings, wristwatches etc.

5. Coaches must have rule book and first aid kit in dugout during all games.



GAME PLAY

1. Regulation games are a total of 5 complete innings or 45 minutes whichever comes first for Regular Season games only.
2. The umpire will manage the official time.
3. Games will not end in a tie, we will play extra innings until a final winner is determined based on points.
4. A game that is called off by the umpire due to **inclement weather** or other reason, **after 3 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.
5. If a regulation game that is called after three innings due to weather, that is tied, then an extra inning shall be played the next possible play date.
6. During play, the Head Coach may request a maximum of 2 timeouts that cannot exceed 1 minute each. **Official time DOES NOT stop running during a coach's time out. Official time will stop for injuries NOT to exceed 5 mins.** The game must go on.
7. On defense we have an open substitution policy, which means you can sub players on defense without notifying the scorekeeper or the umpire.
8. A total of 5 complete innings or 45 minutes whichever comes first for Playoff games and **no time limit for championship games.**
9. No substitutions are allowed in kicking order.
10. Substitutions can be made for base runners that are injured, it must be the last player that was called out in the current inning or the last inning if no batters were called out in the current inning. **The official will make the judgement as to the legitimacy of an injury or not.**

BALL IN PLAY

1. No player may advance forward of the 1st – 3rd base diagonal line until the ball is kicked.
2. Failure to abide by this rule results in an encroachment call and a ball is awarded to the kicker at bat. Outfielders may not cross into the infield until the ball is kicked which also results in a called ball for batter. (Encroachment call as well)
3. When the pitcher has control of the ball in the box of the pitching mound live play is stopped and time is called by the umpire. **And if a runner is more than half the distance to the next base then they can finish running to the base and stop.** However, if the runner is less than half the distance to the next base then the runner must return to the base they last touched. **(See Diagram 1 for Pitchers' Circle)**
4. If a base runner is hit by a kicked ball and is not on base, the base runner is out. If a base runner is hit by a kicked ball while on base, the base runner is safe.
6. If a runner intentionally touches or stops the ball, even if they are on base, the play is stopped and the base runner will be called out.
7. Defensive players in the field are allowed to **kick the ball (as opposed to throwing) towards another** player on their team in the field. This is particularly helpful if you have a long throw from the outfield.



PITCHING

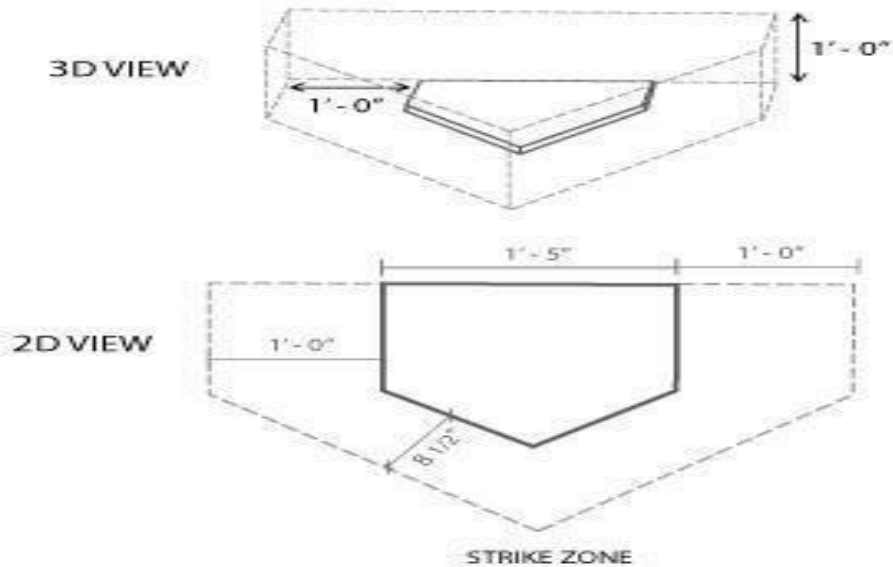
1. The strike zone extends to 1 foot on either side of home plate and 1 foot high. (See Diagram 2 for Strike Zone)
2. Bouncing pitches are allowed. The ball must bounce 2 times before reaching the plate.
3. Any pitch that does not bounce at least twice before reaching the plate is called a ball as it is an illegal pitch.
4. A pitch that is higher than 12 inches at the plate, and called as such, results in a ball.
5. If the ball falls short of the plate and does not cross over, the pitch will be called a ball.
6. The pitcher must stay BEHIND THE ENCROACHMENT LINE until the ball is kicked. Failure to do so will result in a ball.
7. The pitcher can have 1 foot in front of the encroachment line during the pitch, but must get it back before the kick.
8. Pitchers may only be replaced ONCE per inning.

KICKING

1. Each player must kick in order as it is written on the Kicking Order turned in before the game.
2. All kicks must be made **BELOW THE KNEE**. (See Diagram 3A)
3. All kicks can occur once the ball crosses the plane on the front of the plate. See Diagram
4. Bunting is allowed! (See Diagram 3B)
5. Catchers must remain behind the kicker until the ball is kicked by the kicker. The catcher may move up from behind the kicker after the ball is struck.
6. A catcher **MAY NOT** be even with or immediately next to a kicker unless they are tagging the kicker out after fielding a kicked ball. (See Diagram 4)
7. Any ball kicked at or above the knee will be called a **FOUL BALL**, unless caught by a fielder. In which case, the kicker will be called OUT. The play is still live, and any base runner can advance on the foul caught ball.
8. If the plant foot is in front of the plate when kicking the ball, that shall result in a **FOUL BALL** being called against the kicker. If it is after the second strike, the kicker will be called out.

Diagram 2 Strike Zone

THE STRIKE ZONE ENCOMPASSES AN AREA AROUND HOME PLATE AND EXTENDS ABOVE GROUND 1'-0" IN HEIGHT



IF ANY PORTION OF A PROPERLY PITCHED BALL PASSES THROUGH OR OTHERWISE TOUCHES/GRAZES THE TOP, SIDES OR BACK OF THE ZONE, IT IS RULED A STRIKE

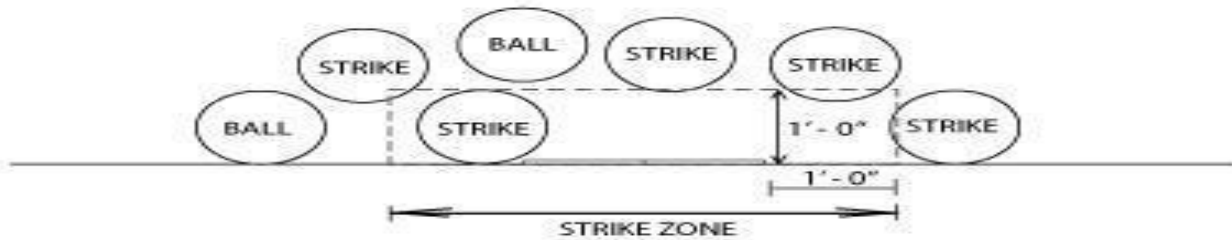


Diagram 3A

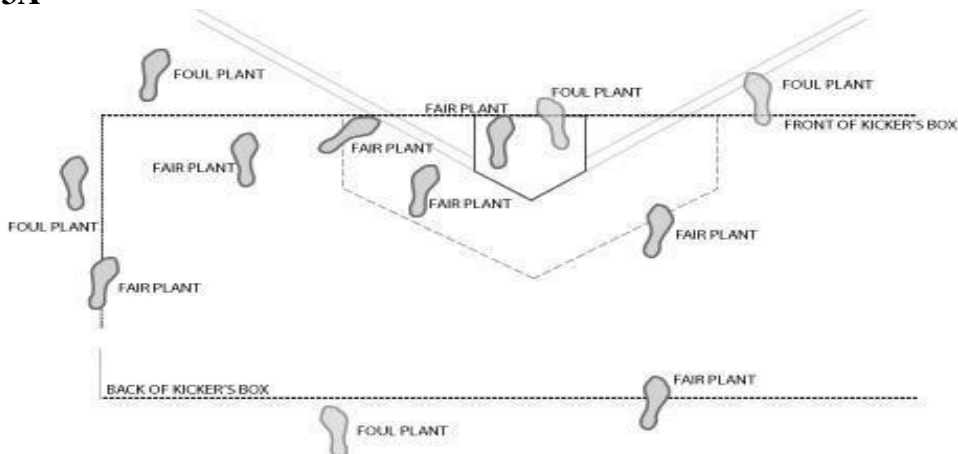


Diagram 3B

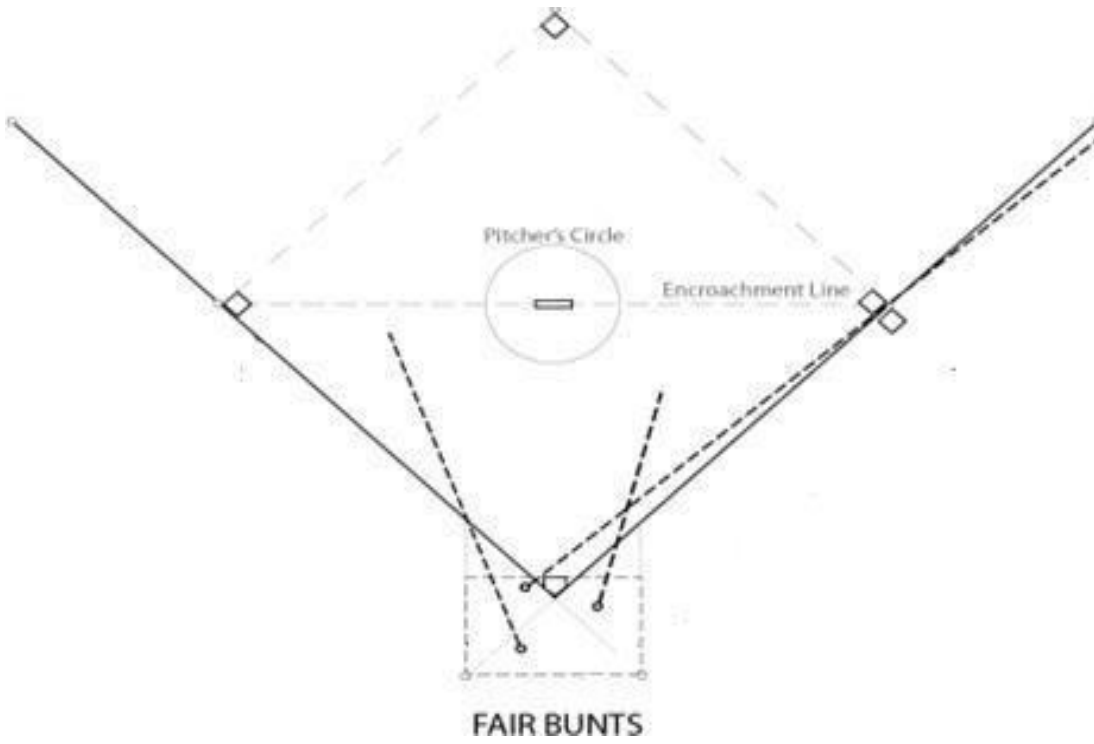
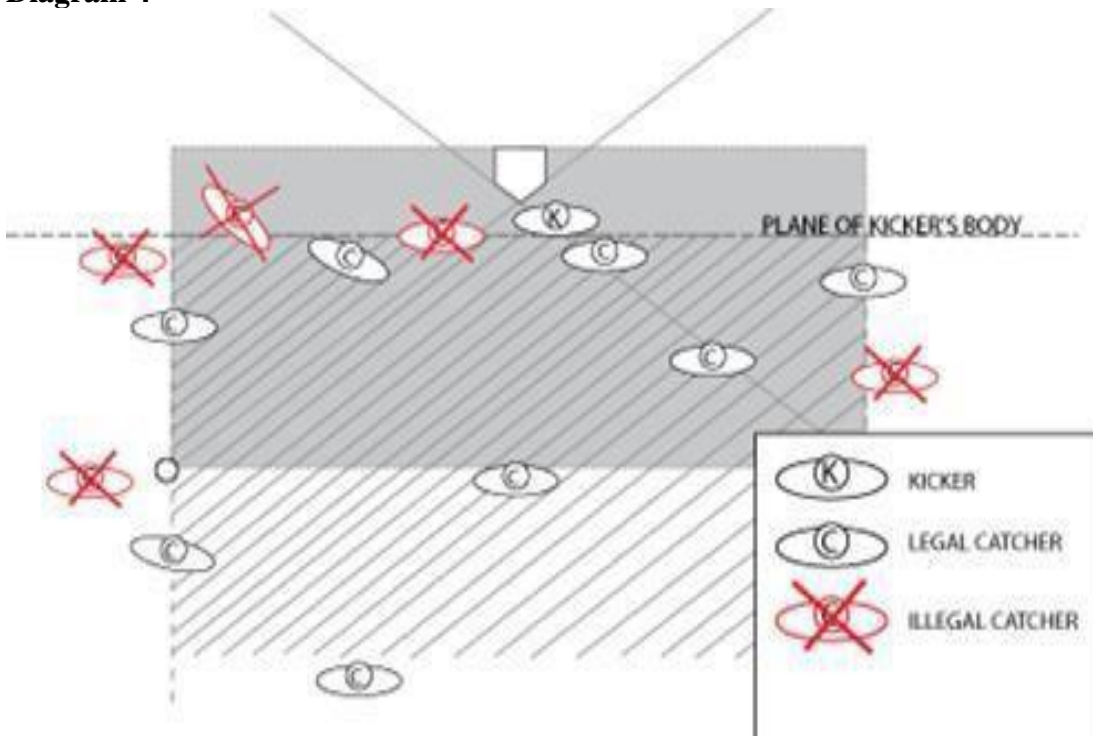


Diagram 4





BASE RUNNING

1. Runners must stay within a 4 foot base path between 1st and 3rd bases.
2. Fielders must stay out of the baseline when there is no play to be made. Fielders trying to make an out on base may have their foot on base, but must stay out of the base path of the runners.
3. Runners blocked by any fielder within the baseline shall be safe at the base in which they were running.
4. When running to 1st base you **MUST** touch the outside bag, called the runner's bag.
5. The runner can turn any way she wants after she has secured 1st base, as long as she does not cross over, the foul line into fair territory. **If she does, she can be tagged out if she doesn't make it to 2nd base safely or back to 1st base before being tagged.**
6. When running to 2nd or 3rd base... if you overrun the base you can be tagged out by a defensive player tagging you before you return to the base.
7. **The only base where you can run through the base and return to it safely is 1st base.**
8. During a **DEAD BALL** no person on base can run. The official **MUST** determine a **Dead ball** when the pitcher has the ball **INSIDE THE PITCHERS CIRCLE**.
9. The play ends when all runners have reached a base and the pitcher has control of the ball in the pitchers box and time is called by the umpire.
10. Neither leading off base nor stealing a base is allowed. A runner off of their base when the ball is pitched shall be called out.
11. Sliding is allowed.
12. An **injured player** may be replaced with another team member only if they made it to the base. That player must be **THE LAST PLAYER TO MAKE AN OUT** in the kicking roster. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out. Even if the ball touches the fielder and ricochets off the defender and hits the runner, if below the shoulders, the runner is out.
13. Hitting a runner with the ball in the head rule - ALL players hit in the head or neck by a thrown or kicked ball will be called safe, unless the player/runner lowers their head below the shoulders in order to duck, slide, or avoid a tag out. **If a player intentionally throws the ball at the head of another player they will be warned. If the incident occurs a second time by any member of the same team, that team will forfeit the game.**
14. ****Hit on the foot or feet rule**** A player can not intentionally throw a ball at a base runner's feet. **If it is believed to be intentional then the base runner will be called safe.**
15. **If the runner intentionally uses their head to block the ball, that runner is out.**
16. **TAG UP RULE:** After a kicked ball is caught, If off the base, the runners must go back and tag their originating base before running to the next base. Or stay on the originating base until the ball is caught before advancing to the next base.

Base Running (cont.)



17. Base runners can advance on caught foul balls, which in turn means a caught foul ball is live ball not a dead ball.

18. **ADVANCE TO ONE EXTRA BASE** is awarded for an overthrown ball. A ball is considered overthrow if it leaves the field of play (i.e. goes over the fence) or goes into the dugout on a throw to first or third base. If a ball is overthrown and stays in play, **runners may advance due to the ball being live**. If an overthrow hits a player who is inside/or outside of the dugout, who is not a fielder, the ball is dead.

18. **First Touch**

A runner who is in **CONTACT** with a base, can legally leave that base and proceed to the next base **AFTER** any defender makes **FIRST** contact with the ball.

Thus, **ONCE...** the ball is bobbled or tapped by a defender, the runner can proceed to the next base. It doesn't matter if the ball is subsequently caught or dropped. (What's important is the runner starting from being in contact with the base.) **This First touch rule DOES NOT replace nor negate the TAG UP rule.**

STRIKES, BALLS, FOULS and OUTS

A strike is:

1. A pitch that rolls within the strike zone either not kicked, or missed by the kicker. *A count of 3 strikes is an out....
2. A kick occurring in front of home plate (kicks occurring in front of home plate that are caught by the fielding team are called out).
3. No courtesy foul on the second strike. (See Diagram 2 for StrikeZone)

A ball is:

1. A pitch outside the strike zone. (See Diagram 2 for StrikeZone)
2. A count of **3 balls** allows the kicker to advance to 1st base.
3. A ball falling short of the plate and does not cross the plate.
4. A bouncing ball that is higher than 1 foot as it crosses home plate.
5. Any fielder-advancing forward of the 1st - 3rd line (Encroachment Line) before the ball is kicked.
6. Any catcher-advancing forward of home plate before the kicker kicks the ball.
7. The pitcher must stay behind the 1st- 3rd diagonal line (Encroachment Line) until the ball is kicked. Failure to do so will result in a ball.

A foul ball is:

1. Any kicked ball landing out of bounds.
2. Any kicked ball landing in bounds but traveling out of bounds on its own before reaching 1st or 3rd base
3. Any ball touched by an inbounds fielder while it is in bounds is automatically in play even if the ball is heading foul. (See **Diagrams 5 -7**)
4. Any ball kicked at or above the knee.
5. Any ball kicked from in front of home plate.

Diagram 5

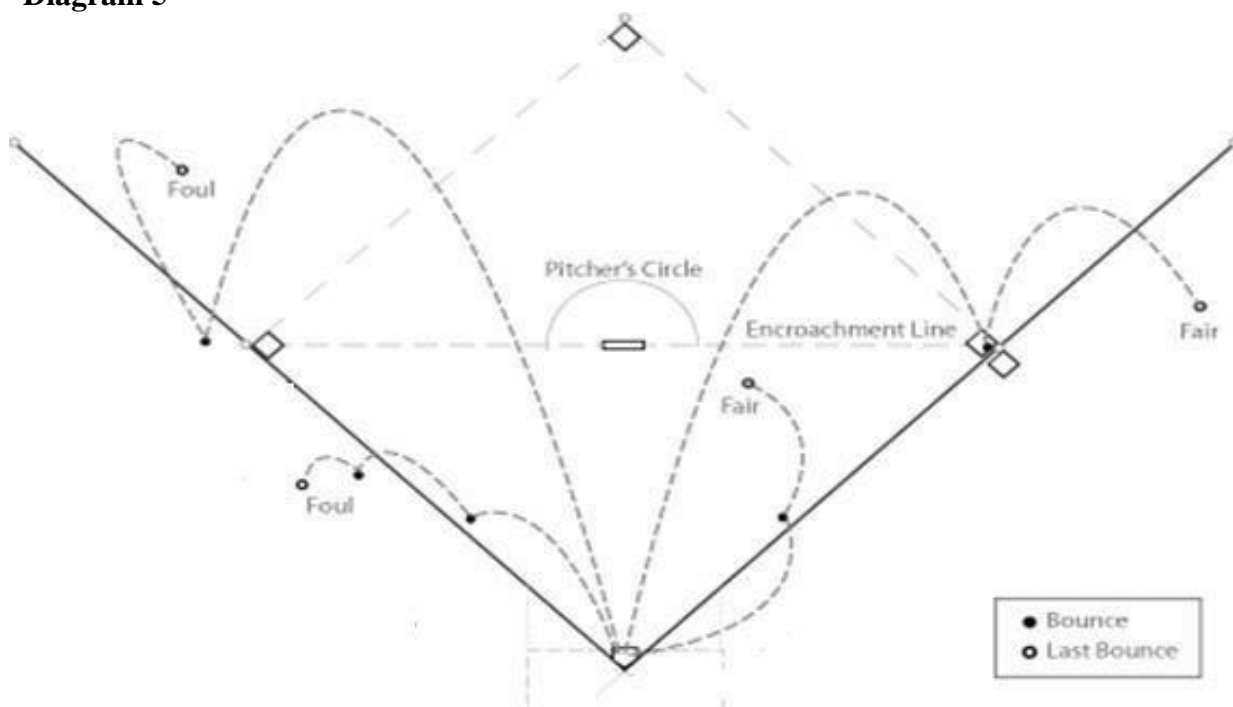


Diagram 6

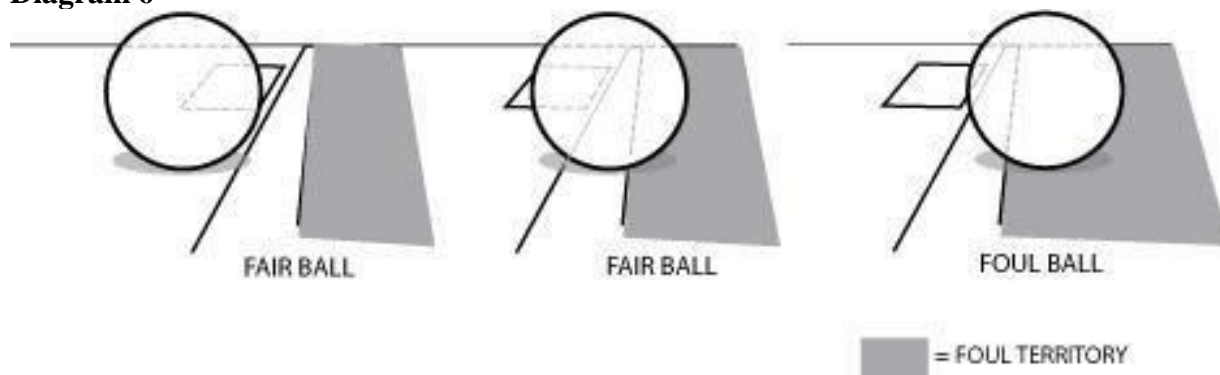
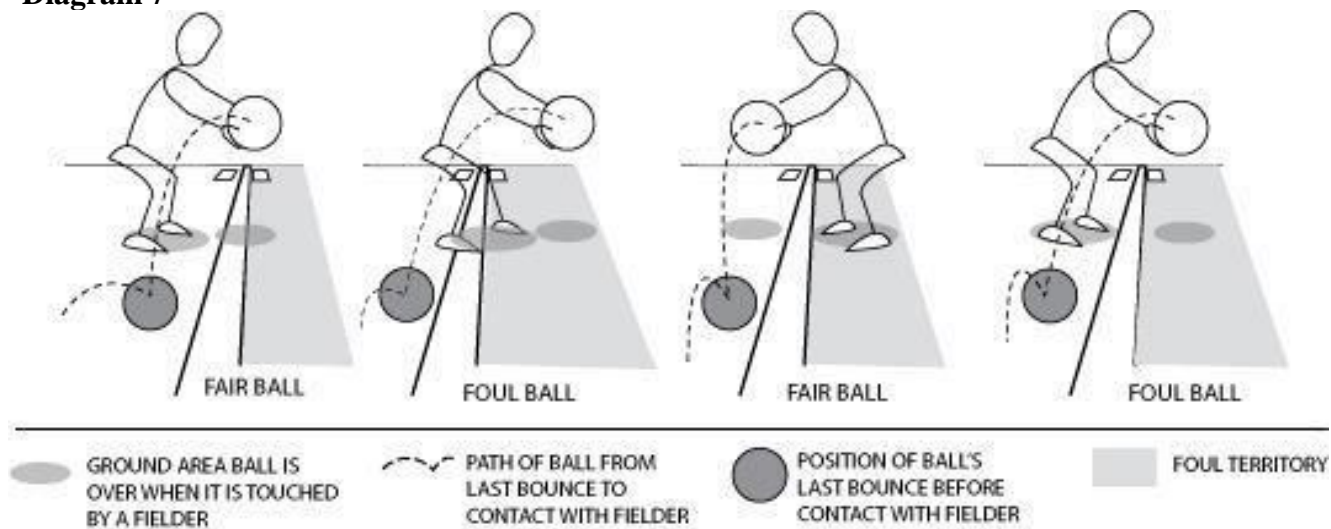


Diagram 7





An out is:

1. A count of 3 strikes.
2. A runner touched by a ball at **ANYTIME** while NOT on base.
3. Any kicked ball that is caught.
4. A ball tag on a base to which a runner is forced to run (because they have to advance to next base). The fielder must have control of the ball
5. A runner off of the base when the ball is kicked.
6. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out
7. If the kicker touches a pitched ball with her hands.
8. fielder/catcher catches a foul ball

Mercy Rule

1. A mercy rule is applied when a team is ahead by 15 runs after 3 innings and 3 FULL innings have been played, the game is over. And if the winning team has the last kick they are not allowed to kick.

STANDINGS

1. League standings will be posted each week along with scores. Standings will be arranged according to wins/losses first, then points against, then points for, and head2head.
2. League standing tiebreakers will be decided by head2head first, then points against, and lastly points for.

PLAYOFFS and Seeding

1. The playoffs will be determined at the completion of the last games of the season
2. Seeding is always contingent upon the number of teams in the league for that season.

*****OUR SPONSORS DESERVE TO BE REPRESENTED IN A CLEAN AND DECENT ORDER THEREFORE THESE RULES HAVE BEEN PUT IN PLACE TO ENSURE ORDER. WE THANK YOU IN ADVANCE FOR UNDERSTANDING OUR EFFORTS IN TRYING TO MAINTAIN INTEGRITY AS AN GREAT LEAGUE FOR WOMEN! GOOD LUCK EVERYONE.**



