



## Official Rulebook for Overtime Sports Bozeman Kickball Leagues

This league is for meeting new people and having fun outside. Please remember this when a referee makes a call you don't quite agree with.

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### KICKBALL AT A GLANCE

Kickball is a simple game consisting of two teams, bases, and a big red ball. Played like baseball, the object is to score more runs than the opposing team. In short, games are played with maximum 10, minimum 8 fielders, 6 innings, 2 base coaches, small bouncies (below knee), no head shots, one base on an overthrow, forced outs, no ghost men, **and bunting is not allowed by men but is allowed by women.** There is a minimum of 13 on a roster. The following rules will govern all kickball games. For the enjoyment of all, proper respect and civility is required of all participants toward one another.

### PLAYING FIELD AND EQUIPMENT

#### 1. THE PLAYING FIELD

**1.01** The field shall be established on any safe terrain suitable for play in accordance with the following provisions, which equal the dimensions of a softball field

- a. The kickball diamond is a square with equal sides of 60 feet with a base at each corner;
- b. The distance from home plate to second base and from first base to third base is 84 feet 10 1/4 inches. The distance between any base and home plate shall be measured from the back corner of each;
- c. The pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or about 14 paces from home plate, and directly aligned with the 1st-3rd base diagonal;
- d. The pitching mound extends 8 feet from the pitching strip in any direction (see Rule 8.02);

- e. The kicking box is a ten (10) foot x ten (10) foot square with the front of the box aligned with the front of home plate. The area directly forward the kicking box is fair territory (see Diagram 2B). The kicker is required to start in the kicking box, and the kick must occur within the kicking box (see Rule 9.02b).
- f. The foul line and inside are fair territory.

**1.02** The strike zone is a three-dimensional irregular pentagon based on the shape of home plate and is one (1) foot in height. The front of the zone aligns with the front of home plate. The sides of the zone extend one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate. The strike zone may not be marked by cones or other raised objects.

**1.03** All participants must respect and obey all rules and regulations pertaining to the field used for games.

**1.04** Any player or Referee wholly or partly in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when wholly in foul territory. A player jumping from fair territory is in fair territory while in the air. A player in foul territory does not extend foul territory by jumping or reaching into fair territory.

**1.05** Upon notification to the Head Referee of any improper field set up, the field layout shall be corrected before the beginning of the next play. Protest based on field set up will not be considered.

**1.06 - Optional Extra Base:** When available, an additional base may be set up adjacent to First Base to provide more room for the runner. If an Extra Base is used:

- a. The Extra Base is only available for runners traveling from home plate (see Rule 10.06);
- b. Fielders trying to make an out on first base must touch the base in fair territory (the First Base). Runners hindered by a fielder touching the base in foul territory (the Extra Base), will be safe;
- c. When a play is attempted at first base, a runner who touches the First Base prior to being called safe at the Extra Base shall be called out, except under the exception in Rules 1.06f and 1.06g;
- d. Once a runner has reached first base safely the runner must start the next play on the First Base. Any runner standing on or touching the Extra Base at the beginning of the next play will be out;
- e. No additional base may be used at any other base;
- f. The Runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Extra Base (see Rule 14.02o);
- g. The runner may use First Base if attempting to advance to Second Base, or if there is no fielder on First Base. A runner (see Rule 1.06a) using or touching First Base in any other circumstance is out.

## **2. EQUIPMENT**

**2.01** While participating, players must properly wear the official athletic clothing designated for their use.

**2.02** Athletic shoes are required. **Cleats are not allowed.**

**2.03** Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Referee (see Rule 3.01) as a performance enhancement must be removed or the player will be removed from play.

**2.04** The official kickball is a red rubber playground ball, measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.

**2.05** All player attire is an extension of the player.

## **OFFICIALS**

### **3. REFEREES**

**3.01** Games must be officiated by at least one authorized official, the Head Referee. The Head Referee governs all game play and issues all final rulings, and has final authority on equipment issues. Other Referees may assist these officials when available.

**3.02** Prior to each game, the Head Referee must conduct a meeting with the Captains of each team, to address

any ground rules in effect, to ensure the exchange of team lineups (see Rule 4.01), and to identify the designated Captains who will be authorized to discuss calls with the Referees during the game (see Rule 5.03).

**3.03** Referees have jurisdiction over play and may:

- a. Call a time out;
- b. Call off a game due to darkness, rain or other cause at the Referee'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.

**3.04** Referees have jurisdiction over play and must:

- a. Cancel the game if lightning is seen, or delay it until safe to continue (15 minutes from last occurrence);
- b. Keep a record of the final game score.

**3.05** Referees 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.

## **PARTICIPANTS**

### **4. PLAYER ELIGIBILITY**

**4.01** All participating players must appear on written lineups, reflecting that game's kicking order, to be exchanged between the captains of each team before play begins.

**4.02** A claim of improper kicking order must be made to the Head Referee who will make the final determination. Such a claim must contain two parts: 1) that the written kicking order was exchanged in accordance with; 2) that the claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker. The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker (see Rule 14.02i).

#### **4.03 Player Eligibility**

A formal protest may be filed before a playoff game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information for a roster check. If the player is not on the team's roster the player will not be allowed to participate. If no team rosters are available the player will provide their name, address, phone # and signature in writing to an OTS staff member prior to the start of the game. This qualifies as an official protest. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled. The above procedure will also apply for any other "logged" protest. Players are asked to observe fair sportsmanship and not have players using other player's names or playing on multiple teams, especially during playoff game. All rulings by OTS staff are considered final.

#### **4.04 Subs for regular season and playoffs.**

Teams are allowed 2 non-roster subs during regular season **but not during the playoffs**. All players must be submitted online on the team page for an adequate roster.

### **5. TEAMS**

**5.01** Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning.

**5.02** While fielding, each team must field at least eight (8) and no more than ten (10) players, which must include one pitcher and one catcher at any time during the game.

**5.03** Each team may have no more than 6 males on the field at one time **but a team may field more than 4 females at a time**. If there are less than 10 players on the field the split of males and females will go as such;

- a. 9 total players – 6 men, 3 females or 4 men, 5 females
- b. 8 total players – 4 men, 4 females or 3 men, 5 females.**

**5.04** For a given game, each team shall have one Captain and one Co-Captain (collectively “the Captains”) who are jointly responsible for the team. The Captains may discuss calls with the Head Referee, but must accept the Head Referee’s final ruling. Other players besides the Captains that dispute calls with the Referees are subject to ejection from the game (see Rule 3.03c).

## **6. BASE COACHES**

**6.01** Two members of the team at kick may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.

**6.02** Base coaches may not physically assist runners while the ball is in play (see Rule 14.02h).

## **GAME PLAY**

### **7. REGULATION GAMES**

**7.01** Regulation games last six (6) innings.

- a. In the event of a tie score at the end of the game, the game shall be marked as a tie. **Except in Playoffs**
- b. In the event of a game not completing 6 full innings from the start of the game the final score will be the score of the last completed inning.
- c. If the Home team (see Rule 5.01) already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.
- d. If the Home team (see Rule 5.01) takes the lead during the bottom of the final inning, that team wins instantly and the game is over.
- e. **New rostered players may be added to the kicking order as they arrive.**

**7.02** A game that is called off by the Referee (see Rules 3.03, 3.04) 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 end in a tie shall be marked as a tie.

**7.03** A game that is called off by the Referee for any reason before three (3) full innings of play shall not be considered a regulation game and a new game may be rescheduled.

### **8. PITCHING, CATCHING AND FIELDING**

**8.01** Balls must be pitched by hand. There are no restrictions on pitching style. **When pitched, the ball must be able to, if not touched, roll through the back of the kickers box.** The pitch must hit the ground ½ way before the home plate and cannot bounce more than knee high while going through home plate.

**8.02** **Fielders may not cross the dotted line from 3<sup>rd</sup> base to 1<sup>st</sup> base before the ball is kicked.**

### **9. KICKING**

**9.01** All kicks must be made by foot or leg, below the knee (see Rule 13.02e). Any ball touched by the foot or leg below the knee is a kick.

**9.02** All kicks must occur:

- a. At or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate (see Rule 13.02g).
- b. Within the kicking box (see Rule 1.01g). The kicker must have his/her plant foot within the kicking box during the kick (see Rule 13.02g). The kicker must line up inside of the kicking box.

**9.03** **Men will not be allowed to bunt but women will be allowed to.**

### **10. RUNNING AND SCORING**

**10.01** Runners must stay within the baseline. Any runner outside the baseline is out (see Rule 14.02k):

- a. Runners may choose their path from one base to the next, and may follow a natural running arc;
- b. Runners are free to change course to avoid interference with a fielder making a play;

c. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.

**10.02 Obstruction.** Fielders must stay out of the baseline. 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 baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.

**10.03** Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out (see Rule 14.02g).

**10.04** Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.

**10.05** A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out (see Rule 14.02f).

**10.06** All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.

**10.07 Base Running on Overthrows;**

- a. an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base;
- b. a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory;
- c. one base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance;
- d. if any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.

**10.08** Running past another runner is not allowed. The passing runner is out (see Rule 14.02j).

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

**10.10** When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play (see Rule 1.01b).

## **11. STRIKES**

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

**11.02** A strike is:

- a. a pitch that is not kicked and is not called a ball per Rule 12.02, that enters any part of the strike zone (see Rule 1.02);
- b. an attempted kick missed by the kicker inside or outside of the strike zone (see Rule 1.02).

**11.03** Foul balls never count as strikes.

## **12. BALLS**

**12.01** A count of four (4) balls advances the kicker to first base.

**12.02** A ball is:

- a. a pitch outside of the strike zone as judged by the Referee where a kick is not attempted (see Rule 1.02);
- b. a pitched ball that does not touch the ground at least twice or roll before reaching the kicking box;
- c. a pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box;

- d. a pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker;
- e. a pitched ball that is higher than one foot at the plate.

### **13. FAIRS AND FOULS**

**13.01** A count of four (4) fouls is an out. Foul balls never count as strikes.

**13.02** A foul ball is:

- a. a kicked ball first touching the ground in foul territory (see Rule 1.01h, Diagram 3G, 3H, 3J);
- b. a kicked ball first touching a fielder or Referee wholly in foul territory, while the ball is over foul territory (see Rule 1.04);
- c. a kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing the 1st-3rd base diagonal (see Rule 1.01h, Diagram 3I, 3K);
- d. a kicked ball landing in fair territory, then entering foul territory before crossing the 1st-3rd base diagonal, and touching a fielder or Referee wholly in foul territory (see Rule 1.01h, Rule 1.04);
- e. a kick made on or above the knee (see Rule 9.01);
- f. a kicked ball touched more than once or stopped in the kicking box by the kicker;
- g. a kicked ball first kicked outside of the kicking box (see Rule 9.02) (see Diagram 3L, 3M);
- h. a kicked ball first touching a permanent object, such as a batting cage or fence.

**13.03** A fair ball is: a.

- a. a kicked ball landing and remaining in fair territory (see Rule 1.04) (see Diagram 3C, 3D, 3E);
- b. a kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd base diagonal (see Diagram 3A, 3B, 3F).
- c. a kicked ball first touching a player or Referee in fair territory (see Rule 1.04);
- d. a kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory (see Rule 1.04);
- e. a kicked ball that touches a runner before touching the ground in foul territory (see Rule 1.04);
- f. a kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory (see Rule 1.04);

### **14. OUTS**

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

**14.02** An out is:

- a. a count of three (3) strikes or four (4) fouls;
- b. any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground;
- c. a Force Out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging 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 kicker or runner that interferes with the ball (see Rules 15.02b and c);
- f. a tag of a base by any part of a fielder's body, while the fielder has control of the ball (see Rule 14.02c), before the runner originating at that base can tag-up as required due to a caught ball (see Rule 10.05);
- g. a runner off base when the ball is kicked (see Rule 10.03);
- h. a runner physically assisted by a team member during play (see Rule 6.02);
- i. any kicker that does not kick in the proper kicking line up (see Rule 4.02);
- j. a runner that passes another runner (see Rule 10.08);
- k. a runner outside of the baseline (see Rule 10.01);
- l. a runner who misses a base, as called by a Referee upon the conclusion of the play;
- m. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play;
- n. a runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner;
- o. a runner coming from home plate who steps on First Base when required to use the Extra Base (while an Extra Base is in use - see Rule 1.06);
- p. a player improperly occupying the sideline area after their team has been issued a warning (see Rule 1.07).

## **15. BALL IN PLAY**

**15.01** Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

**15.02** Interference is:

- a. when any non fielder or non permanent object except a Referee or a runner, 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, or hinders a fielder. 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, unless forced to advance (see Rule 14.02e);
- c. when any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came (see Rule 14.02e).

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

## **16. INJURY AND SUBSTITUTIONS**

**16.01** In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held.

- a. All substitutions must be male for male and female for female.

**16.02** If a player is ejected, injured, or becomes ill and cannot continue, the written kicking order will continue in the same formation, less the removed player. There is no "automatic out" when the removed player's spot in the order is reached.

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

**16.04** Any player removed from the game for injury or illness must be noted on both team written kicking orders and mentioned to the Head Referee.

**16.05** The pitcher and the catcher positions may only be replaced once per inning each, unless injury forces another substitution.

**16.06** Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted (Rule 16.01a). There are no other allowable runner substitutions. A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.

## **OTHER**

### **17. OTHER**

**17.01** 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, Overtime Sports will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules.