

# **BIG LEAGUE DREAMS**

## **SPORTS PARK**

### **KICKBALL**

#### **2018 RULE BOOK**



**BIG LEAGUE DREAMS SPORTS PARK**

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## PLAYING FIELD AND EQUIPMENT

### 1. THE PLAYING FIELD

1.01 The Head Referee will make sure the field is laid to the correct dimensions of in accordance of the following

- a. the kickball diamond is a square with equal sides of 60 feet
- b. 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;
- c. the kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Lines extending forward from the sideline cones perpendicular to the front of home plate make up the sides of the kicking box. The area directly forward the kicking box is fair territory. The kicker is not required to start in the kicking box, however the kick must occur within the kicking box.

1.02

- a. The Extra Base (Orange base) is only available for runners traveling from home plate
- b. Fielders trying to make an out on first base must touch the base in fair territory (the white base). Runners hindered by a fielder touching the base in foul territory (the orange base), will be safe.
- c. Once a runner has reached first base safely the runner must start the next play on the white base. Any runner standing on or touching the orange base at the beginning of the next play will be out.
- d. If no fielder is on first base, and/or the runner is attempting to advance to second base, the runner may touch the First Base.

### 2. PLAYER ELIGIBILITY

2.01 All participants must meet the following requirements:

- a. must be 15 years of age or older by the date of the first game; Parents must sign a waiver inside the BLD pro shop.
- b. must have signed a waiver on file with BLD
- c. A player may only sign up for one team per division, but may sign up for multiple divisions per season.

### 3. TEAMS/ROSTER/LINEUPS

3.01 LINEUPS

- a. should have at least five (5) female and five (5) male players, to avoid potential forfeits;
- b. Can field a maximum of 10 players on the field. A minimum of 4 females must be on the field.
- c. may only field one pitcher and one catcher at any time during the game.
- d. The kicking lineup does NOT have to rotate male/female. All players can kick anywhere in the lineup. A team CANNOT kick more than two males vs. females. (If only 4 females are present, then only 6 males can kick.)

3.02 ROSTERS

- a. Each team must have a minimum of Ten (10) paid players at \$30.00. You can have more roster spots than 10, but each additional player must still pay \$30.00.

3.03 Each team shall have one Captain and one Co-Captain who are jointly responsible

for the team. The Team Captains must ensure that:

- a. all team members present must kick in the written scorebook order, but do not have to field.
- b. only the Captain and Co-Captain may dispute calls with the Head Referee. A team Captain may raise protest with the Referee for blatant rule infraction, but will accept the Head Referee's final ruling. The division will consider protest beyond the Head Referee at its discretion.

3.04 Exchange of Kicking Order:

- a. the team Captains or assigned team members will exchange their team written scorebook kicking orders prior to the start of the game to the umpire.
- b. any eligible player that shows up to a game after that game has begun must be added to the end of the written scorebook kicking order; or sub into the lineup.

## **4. REGULATION GAMES**

4.01 Regulation games last five (7) full innings or 30 minutes.

a. In the event of a tie score at the end of the game, the game shall be marked as a tie.

4.02 The clock starts at 35 minutes. Game time is at 30 minutes. Teams have that 5 minutes to get their lineups in. If there are not enough players at 30 minutes, then it will be a forfeit.

4.03 A team playing a non-registered person, an improperly registered person, or a person not registered on that team, division, and season, will forfeit that game. Teams have until the last out of the bottom of the 3<sup>rd</sup> inning to file a protest for an illegal player. Or if the player is new to the game at any point.

a. If such an infraction is claimed during the game, the team accused of the infraction bears the burden of proof. A photo ID of the person must be checked.

4.04 Game protests may not be made after the end of the game.

## **5. PITCHING AND CATCHING**

5.01 One Pitch Rules will apply.

- a. The Kicking team will provide a pitcher to pitch the ball to their own kicker.
  1. All balls must be kicked fair.
  2. Any ball that is kicked foul, or not kicked will result in an out.

## **6. KICKING**

6.01 All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.

6.02 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.
- b. within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.

6.03 Bunting is allowed.

## **7. RUNNING AND SCORING**

7.01 Runners must stay within the base line.

7.02 Fielders must stay out of the base line. 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.

7.03 Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off of his/her base when the ball is kicked is out.

7.04 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 is safe, and advances to 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.

7.05 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.

7.07 Running past another runner is not allowed. The passing runner is out.

## **8. OUTS**

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

8.02 An out is:

- a. a ball not kicked fair, or not put into play
- 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 kicker that intentionally hits the ball with their hand or arm
- f. a ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught
- g. a runner off of his/her base when the ball is kicked
- h. a runner physically assisted by a team member during play
- i. any kicker that does not kick in the proper kicking line up.
- j. a runner that passes another runner

## **9. BALL IN PLAY**

9.01 Once the Defensive 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.

9.02 Interference is:

- a. when any non fielder or non permanent object except a referee, 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, unless forced to advance.
- c. when any kicker intentionally hits the ball with their hand or arm. This interference causes the play to end, the kicker to be out, and any other runners shall return to the base from which they came.

## **10. INFIELD FLY**

10.01 There is no Infield Fly Rule

## **11. All rules not listed will be governed by the BLD Softball Rule Book**