



KICKBALL RULES

ADULT COED DIVISION

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www.boro6sports.com

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Kickball:

Kickball is a game, like baseball. As in baseball, one team tries to score by having its players return a ball from home base to the field and then circle the bases, while the other team tries to stop them by tagging them "out" with the ball before they can return to the home base. Instead of hitting a small, hard ball with a bat, players kick an inflated rubber ball. As in baseball, teams alternate half-innings. The team with the most runs after a predefined number of innings wins.

The fun and accessible nature of Kickball makes it a great sport for anyone, and a great way to relieve stress after a long work week. More than that, the social aspects of the sport provide a great opportunity for players to make new friends, build camaraderie, and enhance teamwork.

Registration, Fees and Rosters:

The registration fee is \$650 per team. The team fee does not include referee fees.

The fee for individual registered players (aka 'Free Agents') which are not part of a team is \$100 per player.

All referee fees must be paid by both teams at the start of each game; the fee to be paid to each referee is \$35 or \$50 if only one referee is at the field.

All individual registered players (aka Free Agents) will be invited to the field on a specified date prior to the start of the season so that teams can be formed. The roster size for teams consisting of free agents will range from 8 to 12 players.

At the time of registration, teams may have up to 15 players on their team roster.

Players must be a minimum of 18 years old as of September 1, 2021.

As a result of submitting an individual player registration or by being included on the roster of a team registration, all players agree to abide by the Boro6 Sports 'Participants Code of Conduct' Policy. In addition, the same mentioned players agree to the Boro6 Sports 'Limited Liability Waiver' document. Both documents are available on the Boro6 sports website at www.boro6sports.com as well by request.

Non-roster players are not allowed to play at any point during the season.

Players are only allowed to play on one team per division.

Each team will be scheduled to play 8 games during the season. The playoff format will be communicated once the registration period has ended.

Once the game schedule has been distributed, there will be no changes to the schedule. All game cancellations (weather related) will be announced as quickly as possible.

At the conclusion of each game, the winning team must send a text with the game score to 914.714.8155.

As part of the registration fee, all players will receive a Boro6 Kickball T-shirt which must be worn during the games.

Both teams must ensure that at the end of their games, all trash is properly disposed of.

General Rules

Teams must have a minimum of 8 players to a maximum of 10 players on the field at any given time during the game. Each team must always have at least a pitcher and catcher on the field.

Every player in attendance is eligible to be put into the batting line-up before the game.

If a player gets injured and is unable to play, a team can play with as few as eight players, anything less will result in the game being stopped and the team that has fewer than eight players will be given a loss.

If a player is injured during the game and cannot continue to bat, his or her turn at bat will be considered an out unless a substitute is available. A batting order will not be changed during the game, and if a team bats out of order that batter is ruled out.

The home team will be on the field to start the game as well as the top of each inning with the away team playing the field at the bottom of each inning.

Each game consists of 7 innings (not to exceed one hour); a game is considered official once each team has batted four (4) times. Three outs per inning for each team.

Four balls to a walk, three strikes to an out, a foul ball is a strike even when the kicker has two strikes.

Base runners cannot leave the bag until contact has been made with the ball. The Infield fly rule is in effect for all games. Runners can advance at their own risk.

The mercy rule is in effect after 4 innings of play; the game will be stopped once a team is leading by more than 15 runs.

There are no extra innings except in the playoffs; any score that is tied after 7 innings of play will result in a 'tie'.

Both teams must keep score in the provided scorebook.

Playing Field & Equipment

Pitcher's mound is 50 feet from home plate and the distance from base to base is 65 feet.

An imaginary line exists at the distance of the pitcher's mound from 1st to 3rd base; this area will be designated as the "Restricted Zone." All kicks must clear the Restricted Zone. If a kick does not clear that imaginary line/area or a fielder makes contact with the ball in that area, play will be stopped, and the pitch will result in a FOUL. If this is the third strike, the batter will be deemed OUT.

The dimension of home plate is one foot wide from each of the edges of the Homeplate planted on the field (not including the backside of the plate). This can be marked off with a colored paint.

The kickball used is a red 10-inch rubber ball.

No metal spikes or flip flops allowed.

First Base & Safety Bag

Boro6 uses a safety bag (double bag) at first base. One side of the bag is white, and the other side of the bag is orange.

The white side of the bag (which is in fair territory) is used as the first base for the fielder and the orange side of the bag (which is in foul territory) is used as first base for the base runner.

After a player has kicked the ball; If the base runner is only attempting to get to first base, that player must make contact with the orange (outside) part of the bag. If the safety bag is not occupied by a fielder and the base runner is attempting to get extra bases, or round first, they are permitted to make contact with the white (inside) part of the bag

Home Plate & Commit Line

All plays at the plate are force-out plays.

If the catcher catches the ball with his foot on home plate before the base runner steps on the safety bag, the runner is out assuming he/she has passed the commit line.

The commit line is halfway between third base and home plate.

If the base runner touches or crosses the commit line, the base runner must continue running to home plate. (Crossing the commit line is defined as the base runner contacting the ground past the commit line with any part of the body.

Because all plays at home are force plays, the runner cannot be tagged or thrown at after they cross this line.

Pitching & Fielding

The pitcher must start the act of pitching within the pitching mound and have at least one foot on or directly behind the pitching strip when releasing the ball.

There is an imaginary line from first to third base. No fielder can cross this line until the ball is kicked.

Pitchers can if their natural momentum makes them. This will be the umpire's digression.

After the ball is kicked, players are allowed to go wherever they want. The catcher must be a minimum of two feet behind Homeplate until the ball is kicked.

Balls must be pitched by hand. All pitched balls must be pitched with a “slow roll”. If an umpire decides the ball is rolled to fast, he/she will call “illegal” and the pitch will be deemed a ball.

Kicking

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.

All kicks must occur behind the furthest line in front of home plate which is one foot in length (this will be marked off by a colored line).

A kick made in front of the designated/colored line will be deemed a foul ball.

Bunting is allowed only if the kick clears the ‘Restricted Area’.

Runners

Runners must stay within the base line and fielders must stay out of the base line.

There is no leading off any base and there are no stolen bases.

A runner may advance once the ball is kicked. A runner who is off his/her base prior to the ball being kicked will be called out.

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.

All ties will go to the runner.

Runners may overrun first base and may only be tagged out if actively attempting to advance to second base. Runners are not allowed to overrun 2nd or 3rd base.

An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base. A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory.

Once a fielder returns the ball to the pitcher and the pitcher has possession of the ball, runners are not allowed to advance to another base.

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

If applicable/available; runners must use the safety bag at home plate. Any runner using the home plate will automatically be deemed out.

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.

Strikes & Balls

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

A strike is as follow: 1) a pitch that is not kicked and, that crosses between the lines of the strike zone, 2) an attempted kick missed by the kicker inside or outside of the strike zone, 3) all foul balls count as strikes, even when the kicker has two strikes, or 4) a ball kicked before crossing the strike zone line.

A foul ball is as follow: 1) a kicked ball landing in foul territory, 2) a kicked ball touched in foul territory, 3) a kicked ball landing in fair territory, but touching foul territory on its own at any time before reaching first or third base, 4) a kick made on or above the knee, or 5) a kicked ball touched more than once or stopped in the kicking box by the kicker.

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

A ball is as follow: 1) a pitch outside of the strike zone, 2) a pitched ball that does not touch the ground at least twice or roll before reaching the strike zone line, 3) a pitched ball, prior to reaching the kicker, that exceeds the height of the kickers knee immediately after passing through the strike zone.

Fair Ball

A fair ball is defined as follow: 1) a kicked ball landing and remaining in fair territory or 2) a kicked ball landing in fair territory then traveling into foul territory beyond the 1st or 3rd baseline.

Outs

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

A count of three (3) strikes is deemed an out; any foul ball with two strikes is considered a strike and the batter will be called out.

Any kicked ball (fair or foul) that is caught by a fielder will result in an out.

A ball tag on a base to which a runner is forced to run, before the runner arrives at the base or a ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught.

A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play will be called out.

A kicker that intentionally hits the ball with their hand or arm will be called out.

A ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught will be called out.

A runner off his/her base prior to when the ball is kicked will be called out.

A runner physically assisted by a team member during play will be considered an out.

Any kicker that does not kick in the proper line up order will be called out.

A runner that passes another runner on the base paths will be called out.

Any runner touched by a ball thrown or kicked from a fielder (ball must be released by the thrower – hand tagging not allowed).

Umpire Time-Out Rule

Once the pitcher has the ball in control and retains possession on the mound, or the umpire deems the play over by calling "TIME," the play ends. Runners must return to the base which was nearest at the time when play ended.

Interference

At the official's discretion, any non-fielder who touches or is touched by a ball in play in fair territory will result in interference being called which will result in play to end, and runners shall proceed to the base to which they were headed or an out can be given to the kicking team.

When any runner on or off base 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.

When any kicker 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.

Final Rule

The most important rule - Have fun, kickball is about having fun and being social.