



Kickball League of Baltimore

OFFICIAL RULES

INCLEMENT WEATHER POLICY

- KLOB will play in the rain.
- Weather Line: **410-998-1095** (will be updated between 2:00 – 4:00 p.m. on game days)

FIELD:

- The kickball diamond is a square with equal sides of 60 feet.
- The distance from home plate to second base, and from first base to third base is 84 feet 10 1/4 inches.
- The center of the pitching area is in the center of the diamond, 42 feet 5 1/8 inches and directly aligned with the first base/third base diagonal. (*First/Third Base Diagonal is marked with a dotted line.*) There will be a box behind the pitcher's strip that designates the 'area of control'. This box will measure 9 feet wide by 9 feet deep.
- The strike zone extends to 1 foot on either side of home plate, and 1 foot high. There will be a box around the plate (1 foot on all sides) which marks the strike zone. If any part of the ball falls within the zone or hits the line (at or before home plate), then it is a strike.

TEAMS:

- Teams shall consist of a maximum of 10 players on the field and a minimum of 8 players with at least 4 women on the field at all times. If you don't have enough women you must play short and will get an automatic out when that position is reached in the batting order. If you play with fewer than 10 players but have at least 4 women you do not have to take an automatic out. One of the players must be catcher. There is no maximum to the number of players on your team roster.
 - If you have the minimum 8 players, at least 2 must be women (with automatic outs for the other 2 women).
- All players can kick but no more than 2 MEN can kick in a row. Women can re-kick if necessary, after the minimum of four women have kicked (or automatic outs have been received for missing women).
 - If you have women re-kicking in your kicking order, you must notify the umpire and the other team.
 - The kicking order for women must not change during the game.
Example: M1, M2, F1, M3, M4, F2, M5, M6, F3, M7, M8, F4, M9, M10, F1 (first time through order)
M1, M2, F2, M3, M4, F3, M5, M6, F4, M7, M8, F1, M9, M10, F2 (second time through order)
- The kicking order cannot change, but you can change fielders as long as you keep 4 women in the field.
- Players that arrive after the start of the game and after all other players on the kicking team have already kicked once may only be used as substitutes for players of the same gender.
- All players in the "bench area" must maintain adequate distance from the field to avoid interference in the game. Players/teams who fail to comply may be penalized. This is a judgment call by the official.
- Only players who are paid league members may play in a game. You must play in at least one regular season game to play in the playoffs.
- Coaches must sign a code of conduct and verify that all members of their team have read and understand the rules. This must be signed before the start of the season.
 - Teams who do not submit a signed code of conduct will be fined \$60, due before the start of the season.
- All players must be at least 21 years of age and wear their official league-issued shirts to play in a game and receive the drink specials afterwards. KLOB shirts must be worn on top of any jackets or sweatshirts. All players must have signed the official KLOB waiver form and be entered in the online registration system.
 - No metal spikes are allowed.
- If your team is found using a player who is NOT on the roster, it is an automatic forfeit for your team.
- KLOB will conduct random roster checks throughout the season to verify player eligibility.
- The official batting order must be finalized before the start of the game. The kicking team must keep an official scorecard.

REGULATION GAMES:

- Games will last for 7 innings, with the game being official after 5 innings (4 ½ if the home team leads). When game time has reached fifty minutes, one more full inning will be played. (the game will be shortened if necessary).
- Unlike baseball, there are no extra innings; the game can end in a tie.
- Chug-Offs will not be considered as official tie-breakers.
- Any team that is not ready to take the field at the scheduled kick off time shall forfeit the match.
 - *Game Time is Forfeit Time. There is no grace period.*
- There is a limit of nine runs per inning except for the last inning.
- If a team leads by ten runs or more after 5 innings the game will be declared over.

PITCHING/CATCHING:

- The count begins at one (1) ball and one (1) strike.
- If the ball is bouncing higher than 1 foot off the ground (as measured from the bottom of the ball) when it reaches the plate then it is a ball; however, the kicker does have the option of kicking it if he/she wishes.
 - If the pitch crosses the line around the plate, it is a strike. Examples below:



- Any pitch that bounces less than two times before entering the strike zone is a ball. A pitch rolled directly along the ground is considered to have bounced at least twice.
- The pitcher must pitch from inside the pitcher's box and must stay inside the pitcher's box until the ball is kicked. If the pitcher crosses outside of the pitcher's box, an illegal pitch (ball) will be called. The kicker does have the option of kicking the pitch if he/she so chooses, but must take the result of that play if he/she does.
- No fielder may advance forward the 1st-3rd base diagonal until the ball is kicked, however anyone can field a bunt.
 - If a pitcher or fielder makes an out by illegally advancing beyond the 1st-3rd base diagonal, the runner will be declared safe.
 - Runners must return to their original bases unless they are forced to advance.
- The catcher must be positioned at least 3 feet away from the kicker and behind the plate until the ball is kicked. The catcher cannot interfere with the kicker.
 - If the catcher interferes with the kicker and is called by the umpire, the kicker will receive first base. This is a judgment call by the umpire.
 - The fielding team cannot change catchers during an inning (except in cases of injury).
- Pitching must be underhand only.
 - Any pitch not thrown underhand is a ball. This is a judgment call by the umpires. The kicker does have the option of kicking the pitch if he/she so chooses, but must take the result of that play if he/she does.

KICKING:

- All kicks must be made by foot (below the knee).
- All kicks must be taken at or behind the home plate (determined by the position of the front of the plant foot).
 - If the ball is kicked in front of home plate, the runner is out.
- Males must kick the ball past the 1st-3rd baseline. The ball must stay beyond the line to be fair.
 - Any kick that does not reach this line will be considered a foul.
 - If the ball is fielded before it reaches this line, it is in play and considered fair.
- Females must kick the ball past a line that is 10 feet from the plate. The ball must stay beyond the line to be fair.
 - If the ball is fielded before it reaches this line, it is in play and considered fair.
- Kickers may not stop the ball with their foot at any time, even to return it to the pitcher.

- Kickers may not stop the ball with their foot and then kick it.
 - If this type of “double-kick” occurs, the kicker is out.
- Double-Kicks
 - If a player double-kicks the ball accidentally and the kicker-runner is still in the kicker’s box, the kick is considered a foul, and therefore, a strike.
 - If a player double-kicks the ball accidentally and the kicker-runner is in fair territory, the kicker is out.

RUNNING:

- Runners must stay within the base line.
- Fielders must stay out of the base line unless they are attempting to tag the runner or catch the kicked ball.
- Fielders trying to make an out on base may have their foot on base (except for first), but must lean out of the baseline.
- If a fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases as they would have potentially earned had they been able to run unobstructed. This is a judgment call by the official.
- There will be an extra first base (placed to the right, in foul territory) next to first base. **The bases will be at least 2’ apart.** The extra base is for the runner to tag **WHEN THERE IS A PLAY AT FIRST BASE.** An out will be called when the fielder tags the regular base, not the extra base. The fielder may not interfere in any way with the runner tagging first base.
 - **The fielder “owns” the area inside the field of play and is free to make a play on a ball within this area. If the runner interferes with the fielder in this area, the runner is out. The runner “owns” the area outside the field of play, including the extra first base. The fielder may not interfere with the runner’s attempt to tag the outside base on his/her run to first. If the fielder interferes with the runner, the runner is safe.**
- It is the responsibility of the runner to avoid a collision. Please save yourself and your opponents from injury by paying attention. Ties go to the runner...there’s no need to take out the baseman.
 - Pursuant to the ASA Rule, when a defensive player has the ball and the runner remains upright and crashes into the defensive player, it is considered a “crash”. If the act is determined to be flagrant, the offender shall be ejected.
- Neither leading off base, nor stealing a base is allowed.
 - A runner leading off base before the ball is kicked is out.
- Hitting a runner with the ball above shoulder level is not allowed and the runner is safe and advances one (1) base except for the following situations:
 - If the runner intentionally uses the head to block the ball, and is so called by the official scorer, in which case the runner is out.
 - If the runner is ducking, diving or sliding (i.e. attempting to dodge the ball) and is hit in the head because of this is an out. It is the umpire’s judgment.
 - If the runner intentionally hits or kicks the ball after being tagged out, the ball is dead and all runners must return to their original bases.
- **“The Ponytail Rule”:** **If the ball hits the runner’s hair, the runner is safe. (Hair is considered part of the head.)**
- When a runner is hit with the ball above shoulder level, other runners on base are permitted to advance to the base to which they were running, but do not receive additional bases unless forced.
- The runner may leave base as soon as a fly ball is touched by a member of the fielding team. (See softball rules for further clarification, if needed.)
- All ties will go to the runner.
- On an overthrow, all players advance as far as they can get even if the ball is out of bounds.
- Certain fields may have out of bounds areas. Please consult the Field Leader for details.
- When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The runner who is tagged is out and the other runner is safe and may stay on the base.

FOULS:

- A foul counts as a strike even on the third strike.
- A foul is:
 - Kick landing out of bounds;
 - A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base (any ball touching a fielder in fair territory is automatically in play).
 - A kick that does not meet the minimum kick requirement (1st-3rd base diagonal for males, 10 foot line for females).

OUTS:

- A count of three (3) outs by a team completes the team's half of the inning.
- An out is:
 - Count of three (3) strikes;
 - A runner touched by the ball at ANY time while not on base (except when overrunning first base);
 - A runner who is on the same base with another runner and is tagged with the ball;
 - Any kicked ball (fair or foul) that is caught;
 - A ball tag on a base to which a runner is forced to run;
 - A runner leading off base before a ball is kicked;
 - A kick taken in front of the plate.
- Hitting the base with the ball does NOT count as an out. The fielder must hit the runner with the ball or maintain control of the ball on the base on a forced run.

BALL IN PLAY:

- Once a member of the fielding team has the ball in control and is inside the area of control, the play is over. Play will resume once the next pitch is thrown.

PLAY-OFFS:

- Play-Offs are single-elimination.
- Play-Off format and number of teams to be determined later in the season.
- Any player ejected from a Play-Off game will be suspended for the remainder of the play-offs.
- In the event of a tie at the end of regulation plus two extra innings (9 Innings), the last kicker who was up in the line-up will advance to second base, and the kicking order will proceed as specified for each extra inning played.

SPECIAL JV LEAGUE RULES

- The pitcher cannot spin the ball.
- No sidearm pitching allowed.
- The pitcher is allowed only one step on his pitching motion.
- You will receive one warning for illegal pitching. If the pitcher is called for a pitching violation a second time, the pitcher will not be allowed to pitch for the remainder of the game.
- Playoffs are not guaranteed, and only Varsity competes for the Coors Light Kickball Cup.

SPECIAL ELEMENTARY LEAGUE RULES

- No mercy rule. All games will go 7 innings, regardless of score.
- No play-offs.
- No fast pitching.

OTHER RULES:

- All games will be officiated by ASA Umpires. **The umpire fee is \$13 per team/per week.**
- Foul language is not allowed. This is a judgment call by the umpires.
- KLOB reserves the right to move teams up or down from their respective divisions to preserve balanced play within the league.
- No bottles on the field. Any teams that bring glass to the field will lose their drinking privileges.
- Teams that forfeit a game and do not provide notification by email (kickball_baltimore@yahoo.com) by 5pm the day before the game will be charged the forfeit fine. The fine is \$60. \$20 of this fine will go towards a bar tab for the other team, \$26 goes to the umpire, and the remaining \$14 goes to KLOB.
- The schedule will be set prior to the start of the season. Once the schedule is set, it will cost \$50 to reschedule a game, pending availability and agreement by your opponent.
- ***Coaches are responsible for controlling their team. We are adults...please act like it.***
 - If a player is ejected from a regular season game, he/she will not be allowed to play in the next scheduled game.
 - If a player is ejected from a play-off game, he/she will not be allowed to play for the remainder of the play-offs.
 - If a player is ejected from more than one game in a season, that player will be ejected from the league for the season.
 - If a player is ejected of any three games during their kickball career, they will be ejected from the Kickball League of Baltimore forever.
 - Fighting is strictly prohibited. Any player that is caught fighting during a game will be ejected from the Kickball League of Baltimore forever.
- Coaches are responsible for keeping track of the batting order, inning and score in their scorebooks. If there is a dispute over the batting order, inning or score, we use the books to make the final decision.
- Coaches are responsible for checking their game results every week. Incorrect results must be reported to KLOB within one week.
- **Coaches and Co-Coaches are the only people who are allowed to discuss rules/calls with the umpires.**
- If a rule is not otherwise stated here standard softball rules hold.
 - If a male kicker is walked to get to a female kicker, the male kicker advances to second base. The female kicker must kick unless there are two outs, and then she has the choice to kick or take first base.
 - **If a male kicker is walked and there is an "automatic out" in the line-up after him, he will be awarded second base prior to the automatic out.**
 - If a kicked ball is caught out in foul territory, but is not "out of bounds", runners may advance after tagging up.
 - **There are no restrictions on fielder positioning.**
 - **Courtesy Runners/Pinch Runners**
 - **If a kicker is injured he/she may use a "Pinch Runner" after reaching first base safely. This "Pinch Runner" should be the last person of the same gender that was "out".**
 - **If players from two different games collide in the outfield, it is considered a dead ball.**
- There is NO Infield Fly Rule.
 - **If a fielder intentionally drops the ball, it may be declared unsportsmanlike conduct. This is a judgment call by the umpire.**
- There are no errors.
 - **Yelling or otherwise making attempts to distract fielders from catching the ball will be considered "verbal interference".**
- The official game umpires have the final ruling; however, league commissioners or coaches may be consulted concerning the official rules. Umpires may make judgment calls, where appropriate.
 - Field Leaders will have a copy of the rules at each field location. Coaches are empowered to ask the umpire for a consultation with the Field Leader if a rule is in question.
- Some fields will have out of bounds areas. The refs will declare these areas before the start of each game. If the ball enters one of these areas, the ball is dead and play will stop. Extra bases may be awarded depending on the particular field. Check with your field leader for details.

- ***Please support our sponsor bars, Mother's , MaGerk's, No Idea & Don't Know, Pickled Parrot, Lager's, Looney's, Life of Reilly, and Todd Conner's.***
- **Dogs must be on a leash at all times in City Parks, per the Health Code of Baltimore City, Section 10-307. Dogs are not allowed at Utz Field in Patterson Park.**
If your dog pops a kickball, your team will forfeit the game, which results in a \$60 fine. This forfeit can be assessed after your game has been completed.
- Baltimore City Laws prohibit alcohol consumption in public parks, therefore, drinking is not permitted at the fields.
- Parking on Latrobe Park Terrace is not allowed.
- *We encourage all members to enjoy our sponsor beers: Coors, Coors Light, Killian's, Blue Moon.*
- ***As always, KLOB and its sponsors encourage responsible drinking.***

KICKBALL LEAGUE OF BALTIMORE PLAYER CODE OF CONDUCT

The Kickball League of Baltimore is committed to providing a safe and enjoyable experience for all League members before, during, and after kickball games. We want all players participating in our games to enjoy the experience in a responsible fashion. When attending or participating in a game, you are required to refrain from the following behaviors:

- Behavior that is unruly, disruptive, or illegal in nature.
- Intoxication or other signs of alcohol impairment that results in irresponsible behavior.
- Foul or abusive language or obscene gestures.
- Interference with the progress of the game (including throwing objects onto the field).
- Failing to follow instructions of league and park personnel.
- Verbal or physical harassment of opposing team players and fans.

Kickball League of Baltimore members are responsible for their conduct as well as the conduct of their guests. League staff will promptly intervene to ensure that everyone can enjoy the kickball games free from the above behavior. Anyone who violates these provisions will be subject to ejection from the game, field, or league without refund and may possibly be banned from future play in the Kickball League of Baltimore.

Modeled after the NFL Fan Code of Conduct.