



OFFICIAL RULES

INCLEMENT WEATHER POLICY

- Weather Line: **410-998-1095** (will be updated by 4:30 p.m. on game days, earlier if possible)

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 with at least 4 women on the field at all times. You can have an unlimited number of players in your kicking lineup.
 - If you don't have 4 women you must play short on the field and will get an automatic out when the missing female positions are reached in the batting order.
 - **You can play with as few as 7 players of which at least two must be female.**
 - Automatic outs are only taken when you have fewer than 4 women (example: If you have 3 men and 4 women you don't take any automatic outs.)
- All players can kick but no more than 2 MEN can kick in a row. You can rotate women in the kicking order if you have more than a 2 to 1 ratio of men to women
 - If you are rotating your kicking order, you must notify the umpire and the other team.
 - If you are rotating women 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.
- 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 unless a bad weather exception is given by the league. 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.
- The official kicking order must be finalized before the start of the game. **The kicking teams must keep their official scorecard.**

REGULATION GAMES:

- Games will last for 7 innings, with the game being official after 4 innings (3 ½ if the home team leads). When game time has reached fifty minutes, no new innings will be started. (the game will be shortened if necessary).
- Unlike baseball, there are no extra innings; the game can end in a tie (if there is at least 10 minutes remaining on the clock and both teams agree you may play extra innings.)
- Any team that is not ready to take the field at the scheduled kick off time shall forfeit the match unless an exception is given by the field leader.
- 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 unless the losing team prefers to continue.

PITCHING/CATCHING:

- The count begins at one (1) ball and one (1) strike.
- Pitches should be rolled only and not thrown.
- If the ball is bouncing higher than 1 foot off the ground (as measured from the bottom of the ball) at any time then it is a ball; however, the kicker does have the option of kicking it if he/she wishes. The umpire shouldn't make the ball/strike call until after the ball crosses the plate.
- If the pitch crosses the line around the plate, it is a strike. Examples below:



- Any pitch that bounces fewer than three times before entering the strike zone is a ball. A pitch rolled directly along the ground is considered to have bounced at least three times.
- 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.
- 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.
- No spinning pitches are allowed. This includes side-spin and back-spin. The pitcher is allowed one step.

FIELDING:

- No fielder may advance forward the 1st-3rd base diagonal until the ball is kicked, however anyone can field a bunt.
 - If any fielder illegally advances 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.

CATCHING:

- Teams cannot have a male pitcher and a male catcher at the same time
- 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).

KICKING:

- All kicks must be made by foot (below the knee).
- All kicks must be taken at or behind the home plate (no part of the plant foot can be beyond home plate).
- If the ball is kicked in front of home plate, the kick will be called foul.
- Kicks by males must reach the 1st-3rd baseline. The ball must stay at 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.
- Kicks by females must reach a line that is 10 feet from the plate. The ball must stay at 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. **The umpire does have discretion if in his/her judgment it was obviously not an attempt to kick the ball.**
- 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 foul territory 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. Fielders must stay off of the bases unless they are making a play.
- If a defensive player 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 if there is any chance of a play at first base. An out will be called when the fielder tags the regular base if, in the umpire's judgement, there is a chance that a play could be made at first. The fielder may not interfere in any way with the runner tagging first base.
 - The fielder “owns” the area inside the field of play, including the inside base 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.
 - If a runner is called “out” for tagging the inside base, play may continue until the umpire calls “time”. This is not an automatic dead ball unless there is a collision.
- 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.
- Players may run on an overthrow unless the ball is in a designated "out of bounds" area. 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/TIME OUT:

- Play will begin when a pitch is thrown and continue until "time out" is called by the umpire.
 - Time will be granted by the umpire (and called, "TIME") when the umpire determines that the play is complete. This is a judgment call by the official. The ball does not have to be in the "area of control".
 - The fielding team can request that "time" be called, but play will continue until "time out" is granted by the umpire.
- Play will resume once the next pitch is thrown.

PLAYOFFS:

- Playoffs are single elimination and the number of teams will be determined by the number of rainouts.
- Any player ejected from a Playoff 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.

OTHER RULES:

- The umpire fee is \$14 per team/per game.
- KLOB reserves the right to move teams up or down from their respective divisions to preserve balanced play within the league
- No bottles or cans on the field. Solo type cups are permitted but should be placed in a manner that doesn't interfere with the other players. Teams that bring glass to the fields will not be allowed to play until the glass is removed from the park. Please ensure that your spectators are also aware of this rule.

- **Teams that forfeit a game and do not provide notification by email (kickball_baltimore@yahoo.com) by 5pm two days before the game will be charged the forfeit fine. The fine is \$60. \$30 of this fine will go towards a bar tab for the other team, \$28 goes to the umpire. The goal is to always play the game. If part of your team shows up but you are short the minimum number of players the field leader will try to work something out so you can still play your game and avoid the forfeit fine. The game will be official, though for standings purposes it will count as a loss for the team that would have forfeited. If you have a last minute unavoidable issue please email us. If your team completely no shows and no notification was given then the forfeit fine is increased to \$100. If the situation was completely unavoidable we will reduce or waive the fine based on the specific situation.**

- *Coaches are responsible for controlling their teams. We are adults...please act like it.*
- Ejections
 - A player may be ejected from a game by either an umpire or a KLOB Official.
 - Per ASA Rule, ejected players must leave the grounds and have no contact with the umpire or participants in the game. If the ejected player does not leave the grounds, the game will be forfeited.
 - Once 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 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.
 - 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.
 - 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 Assistant 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.
 - Pinch Runners are only allowed if the runner was injured during the game/during the play. If a player was injured previously (prior to game), and is in need of a pinch runner, they should not be playing.
 - If players from two different games collide in the outfield, it is considered a dead ball.
- If a kicked ball comes into contact with anyone who is NOT a defensive player, it is a dead ball and players may advance at the umpire’s discretion.
- There is NO Infield Fly Rule.
 - If a fielder intentionally drops the ball, it may be declared unsportsmanlike conduct and the kicker will be awarded first base. Other runners will advance, if forced. 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 on judgement calls. League commissioners or field leaders may be consulted concerning the official rules.
 - 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. Judgment calls cannot be argued.
 - Some fields will have ground rules. The refs will declare the ground rules before the start of each game
 - If a game is stopped due to weather or an “Act of God”, it will be started from the last full inning when it is replayed. Teams will not be responsible for paying the umpires a second time for the same game. Those fees will be handled by KLOB.
- ***Please support our sponsor bars and brands.***
- 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 (unless it’s a complete accident) there will be a \$60 fine
- Large Sports Leagues are NOT allowed to use the normal trash cans within Baltimore City Parks. All trash must be deposited in dumpsters or specified locations. Teams are encouraged to take trash home with them.
- Parking on Latrobe Park Terrace is not allowed.
- *We encourage all members to enjoy our sponsor beers Coors, Coors Light,*
- ***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.