

Mid-Missouri Kickball League Official Rules

Updated Jan 2023

Kickball is very similar to baseball with some major exceptions. These rules are refined by the owners with many years of play and officiating Kickball games. They are intended to clarify the various situations and are focused on several facets of the game.

ROSTERS:

- 1) Each team must be co-ed, with a minimum of 2 of the opposite gender players. No single gender teams are allowed.
- 2) Roster must be a minimum of 10 registered players. There is no maximum number of players on a roster.
- 3) When playing with a full team of 10 players, teams must play:
 - Four players in the outfield: Left Fielder, Left-Center, Right-Center and Right Fielder.
 - Six players on the infield: First Baseman, Second Baseman, Short Stop, Third Baseman, a Pitcher and a Catcher.
- 4) Each team must field a minimum of 8 rostered players, 2 of which must be of the opposite gender for play to begin. Example: 6 males + 2 females. If a team cannot meet a minimum of 8 co-ed players the game is a forfeit. If the team is short, substitutions are allowed. A couple options are available to ensure the game is not a forfeit.
 - 4a) If a team shows up with less than 8 players there is one option, pay-to-play. \$10 pay-to-play option allows a non-league player to play for the day and must be paid and confirmation shown to the umpire before the game begins. This pay-to-play player will count as a rostered player. Multiple pay-to-plays can be utilized.
 - 4b) If you are less than 10 players and meeting the co-ed requirement, there are two options. Option 1- \$10 pay-to-play option allows a non-league player to play for the day and must be paid and confirmation shown to the umpire before the game begins. This pay-to-play player will count as a rostered player. Multiple pay-to-plays can be utilized. Option 2 - Recruit other league player(s) to substitute as player 9 and player 10 and/or player 11. Current league players on other teams do not count as a rostered player.
- 5) When utilizing substitutes, the team's roster will be capped at 11 players total. Example: Team has 8 rostered players for game day, that team can only find 3 subs.
- 6) Each team must play with a minimum of 2 of the opposite gender in a fielding position at all times. Example: 8 males + 2 females. If a team shows up with 8 same gendered players, they must recruit 2 of the opposite to fulfill the co-ed requirement. If a team cannot fulfill the co-ed requirement, the game is a forfeit.
- 7) The kicking order (also known as lineup) must stay in the same order throughout the entire game. There is no gender requirement for kicking order.

PLAYERS:

- 1) Each player must be 21 years of age to play.
- 2) All players must wear their current season league issued shirts as proof of payment.
- 3) Alcohol is allowed at the fields. No glass bottles, kegs, beer bongs, or other mass consumption methods are allowed.
- 4) Each player is responsible for their own actions and may incur disciplinary action as a result of unsportsmanlike or unacceptable behavior. Inappropriate conduct will be handled by the league owners or on-field umpire and may include a warning, suspension, or expulsion from the league. Ejected players must leave and may not return.

CAPTAIN:

- 1) Each team will have a designated Captain who oversees the entire team. The Captain is responsible for the following:
 - Initially registering the team
 - Serving as the primary contact person with the league
 - Must attend the mandatory captain's meeting at the beginning of each session
 - Assuring their team understands and follows the rules
 - Responsible for the team's behavior during the game
- 2) Captains may ask for an umpire to check the lineup and roster of the opposing team.
- 3) Captains must verify the final score on the score sheet at the end of the game.
- 4) Only the Captain can dispute calls to an umpire during the game.
- 5) If the captain is not present at a game, any team member can assume these responsibilities as Acting Captain.

UMPIRES:

- 1) One on-field umpire will be present at all games. The umpire governs all game play and issues final rulings.
- 2) Umpires do not keep score - that duty falls to the Home Team
- 3) Umpires have jurisdiction to do the following:
 - Call Time Outs as needed
 - Cancel/postpone a game due to inclement weather, darkness, or any other safety hazard
 - Penalize a player, including game ejection, for unacceptable conduct.
 - Request a 3rd party opinion of a call from another captain or player.
- 4) When debating a call/play the captain may dispute the call and the final decision is made by the umpire.
- 5) Respectful behavior towards the umpires will be strictly enforced. Verbal warnings will be given for player behavior. One verbal warning and the second will be an ejection from the game.

GAME PLAY:

- 1) Games last 7 innings or 50 minutes, whichever comes first. If there is a tie after 7 innings and time allows, the game will continue until a winner is decided or the 60 minute mark is reached. The home team will be given the chance to kick if needed. If after the home team kicks, there is no winner, the game will be declared a tie.
- 2) Teams are allotted up to 10 minutes after scheduled game time for all players to arrive. If co-ed roster requirement is not met by this timeframe, the game will be considered a forfeit.
- 3) The 'Home' team records the score for the game. The visiting team should also keep track of the score to ensure there are no discrepancies. The umpire keeps track of the innings and outs for the game. Often, the umpire will confirm with both captains the accuracy of the score. The final score is then verified by both the home and away team Captains.
- 4) When a team scores 10 runs in a single inning, that at bat is complete and the inning is over. There is a 10 run rule per team per inning - including the last inning.
- 5) There is a 15 run "mercy" rule. The team with a 15 run differential advantage at the bottom of the 5th inning will be declared the winner and the game will end.
- 6) If a game is called due to inclement weather, as long as three innings have been played this is considered a full game. The score at the last complete inning will be the score of the game.
- 7) If a game is called due to inclement weather and three innings have not been played, this game will be rescheduled.

8) Players need to remain in their designated dugouts. Exceptions are for the on deck kicker and the on field coaches.

INNINGS AND OUTS:

- 1) An inning consists of three outs.
- 2) An out consists of three foul kicks.
- 3) A runner touched by a ball while not on a base is considered out.
- 4) Any kicked ball that is caught in fair or foul territory is considered out.
- 5) A runner who leaves the base before the ball is kicked is considered out.
- 6) A runner must be tagged-out by being hit with the ball, or through a force out.
 - 6a) Force out: A force out occurs when the runner has to advance to the next base because another runner is advancing behind them. The fielder needs to tag the base with their foot and does not need to tag the player. The fielder must have complete control of the ball when they tag the base. In the event of a force out to end an inning, and a player crosses the plate, the run does not count.
 - 6b) No force out: The fielder must make contact using the ball to the player and not tag the base.
 - 6c) If a runner touches or is hit by the ball while off a base, the runner is out.
- 7) Defensive players are allowed to kick or throw the ball.
- 8) No defensive player may advance toward home until the ball is kicked. 1st and 3rd base players must position themselves behind the pitcher's line. Failure to abide by this rule results in a re-kick. A second occurrence will result in the kicker taking 1st base.
- 9) There is an infield fly rule. If the umpire determines the infielder dropped the ball intentionally or otherwise avoided catching the ball, the umpire will call the kicker and all players on base safe. There will be no extra base awarded. (The intent is to forbid setting up a double play or intentionally getting the lead runner out.)
- 10) Any pop fly caught before touching the ground is considered an out.
- 11) If a ball is thrown out of play it will be considered a dead ball, and all players advance one base.
- 12) A play is considered over when the ball is held in control by a player in the pitcher's mound (as determined by the umpires). All runners must stop their advances at that time.

PITCHING:

- 1) The position of pitcher is a defensive player.
- 2) The pitcher must stay on the mound prior to releasing the ball. After the pitch has been made and the kicker has kicked the ball, the pitcher may leave the pitcher's mound to assist in defensive play.
- 3) Only underhand pitching is allowed.
- 4) There are no walks, so pitch the ball nicely. Players can request the pitcher change their speed of pitch (faster/slower).

KICKING:

- 1) There are no strikeouts, but the kicker can foul out by kicking 3 foul balls.
- 2) The kicking area extends either side of home plate and up to the front of the plate. Do not kick in front of home plate, but players may utilize the sides of home plate.
- 3) If a player kicks in front of the plate, the umpire calls this a dead ball. All runners will return to the base and the ball will be re-kicked.

- 5) If a kicker is hit by a ball they kicked they are out – if the ball was in fair territory when contact is made.
- 6) Kickers may choose to not kick a pitch and it becomes a “Passed ball”.
- 7) Foul balls- Any kick landing in fair territory but traveling out of bounds to foul territory on its own before reaching 1st or 3rd base is considered foul. Any ball touched by a fielder in fair territory is considered in play even if the ball is headed towards foul territory.
- 8) If a ball travels down the infield line in foul territory but rolls fair it is considered a live ball unless determined to be a bunt by the umpire.
- 9) Bunting is NOT allowed. If in the umpire’s discretion the player is deemed to INTENTIONALLY bunt, the first offense is a “Foul”. Upon the second offense, the player is called out and no runners advance. Players should intend to kick the ball and follow through completely. “Follow through” by definition is the kicking foot motion that carries past the “Plant” or “Stationary” foot with force – not with the attempt to just “Bump” the ball into play. If the kicker’s ability is only capable of limited force, the umpire will make a determination if an intentional bunt should be assessed. If the umpire feels that a full kick was intended, the ball is played as usual.

FIELDING:

- 1) Fielders must stay out of the base line unless trying to make a play for the ball. (Runner has right of way)
- 2) No blocking the base! It is the umpire’s discretion to determine whether or not the fielder is blocking the bag. If a player feels a defensive player is continuously blocking the bag please make the umpire aware.
- 3) When making a force out, fielders must have their foot on the base, but stay out of the running path.
- 4) Hitting a runner with the ball above shoulder level is not allowed. This rule only applies when the player is running upright. If a player ducks, dodges, or slides and the head becomes lowered and the runner is hit in the head with the ball, the runner is called out because the ball was not obviously directed at the head. Depending on the situation as there are many variables and possibilities, the umpire has the discretion to call the play as they see fit.
- 5) If a runner intentionally uses their head to block or deflect the ball, the runner is out.

BASE RUNNING:

- 1) Runners must stay within relative distance of the baseline, unless the baseline is blocked. A safety base will be outside the baseline at 1st base, to avoid collisions.
- 2) Leading off and base stealing are not allowed. Any runner who is off their base when the ball is kicked will be called out.
- 3) Sliding is allowed even back to first base. A runner will be called out if the runner intentionally barrels into a fielder or uses feet/shoes/cleats as a “weapon” to injure the defensive player.
- 4) A base runner cannot advance in front of another or touch the runner in front of them, this will be an automatic out.
- 5) On a pop fly, all runners must return and tag their originating base before running to the next base. A runner can leave the base when the ball is kicked, but if the ball is caught, they must “Tag-Up.”
- 6) One extra base is awarded on a throw landing or traveling outside the playing area. Example: ball travels into dug out.
- 7) When running to home, the runner must step or make contact with home plate.

8) Pinch Runners can be used at the discretion of the umpire. Player must kick the ball and make it to first base independently. The player (regardless of gender) who made the last out will be the designated pinch runner. Pinch runners cannot be used for any reason other than injury.

FORFEITS AND TIE BREAKERS:

- 1) If one team forfeits the game will be marked as a 7-0 loss.
- 2) If both home and away teams forfeit, the game will be marked as 0-0.

Note: This is important because standing tie-breaks are determined by runs scored.

- 3) Division standings are determined by number of games played and win-loss-tie record.
- 4) Ties in the standings are broken by "Most Points Scored". If teams are still tied in record and runs, then Runs AGAINST are used to break the tie. Least points against will decide the place in standings.

PLAYOFFS:

- 1) The league will announce the playoff structure approximately 2 weeks before the playoff week. Number of teams making the playoffs will be determined by the number in the league overall, but never less than 3.
- 2) Only players who are registered on the team can play in the playoffs.
- 3) Substitutes are not allowed at the playoffs.
- 3) Team shirts must be worn in playoff games.
- 4) If a team does not have enough players meeting the co-ed requirement to field a team (8 minimum) then it's considered a forfeit or captain's discretion in agreement with the umpire.

