



SBS Official Kickball Rules

Revised 8/5/16

I. The Honor Rule

1. This rule is the most important. Everyone is here to have fun, meet new people, and play sports. Be respectful and conscious of your actions.

II. NUMBER OF PLAYERS

1. **There is a maximum of 10 players on the field at one time.**
 - At least *three of those players must be male and three must be female.*
 - A minimum of *7 players is required to play.*
2. **If a team only has 2 males or 2 females, then the team will play with one less player in the field (9 on the field) and will receive one automatic out at the bottom of the order.**
3. **If a team only has 1 male or 1 female, then the team will play with two less players in the field (8 on the field) and will receive two automatic outs at the bottom of the order.**
4. **If you have zero males or zero females, then it is up to the opponent's team captain and umpire to determine if it will be a forfeit or not.**

III. DURATION OF GAMES

1. **All games last at most seven innings or one hour, whichever comes first.**
 - The last inning will start 10-15 minutes before the top of the hour.
 - The umpire will make this call at the top of the final inning.

2. **If the game is tied after seven innings, extra innings will be played only if there is time.**
3. **Due to differing circumstances in each and every game, some games will finish short of an hour in length, while others might run over the hour mark.**
 - Please respect your ump's call in this matter.
 - He/she must keep all games on time in fairness to teams playing later hours and due to facility permit restrictions.
4. **Mercy Rule: If a team is up by 10 runs or more after five completed innings, the game will be over.**

IV. GAMEPLAY

1. **No metal spikes.**
2. **Three strikes and you're out.**
 - Five foul balls and you're out.
 - Three outs per inning.
3. **There are balls but no walks.**
 - Pitchers – pitch over the plate, we are here to play kickball and have fun, do not try to pitch a no-hitter.
4. **The Strike Zone extends one foot on either side of the player and one foot above the plate.**
 - a. Pitches must be rolled towards home plate.
5. **Contact with the ball must be made at or behind the plate.**
 - a. Kicking a ball in front of the plate will result in a dead ball.
6. **Defensive substitutions are allowed between any half innings.**
 - a. If a player subs out, they can sub back in without any penalty.
7. ***Everyone bats, even if they didn't play in the field that half inning.***
 - a. Keep the same batting order the entire game.
 - b. If someone shows up late, they are inserted into the end of the batting order.
 - c. If you do not meet gender requirements, an "out" must be taken when the missing gender would have batter.

8. No stealing or leading.

- a. Runners may leave the base as soon as the batter makes contact with the ball.
- b. If a runner leaves early, the ball is dead and the runner is declared out.
- c. If this is the 3rd out of an inning, the batter will be the first up next inning.

9. There is a *seven run limit* in the first 4 innings.

- a. Unlimited runs may be scored at the start of the 5th inning.
- b. The only exception to this rule is if the umpire declares one of the first 4 innings the last of the game.
- c. At that point, unlimited number of runs can be scored in any last inning.

10. A foul ball over the batters head can be caught for an out.

11. *Base-runner to defensive player contact is closely watched by the umpire.*

- a. Any excessive contact will result in an out or ejection,
 - i. i.e. breaking up a double play.
- b. This is a social league, no need for sprained ankles.
- c. Railroading the catcher will result in an out and possible ejection.
- d. Any intentional interference with a defensive player will result in the runner and batter being called out.

12. If the ball makes contact with a runner below the neck, they are out.

- a. Any headshot will result in the runner being called safe.

13. Bunting is not allowed.

- a. A bunt is considered a kick that has no follow through.
- b. It is up to the umpire's discretion to determine if a kick is a bunt or not.
- c. A kick deemed a bunt will be *considered a foul ball*.

14. The pitcher and fielders may not advance beyond the imaginary line drawn from the mound to 1st and 3rd bases until contact is made with the ball.

- a. The catcher cannot cross home plate until contact is made with the ball.

15. On an infield fly with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out.

- a. infield fly = any fly ball within the infield with significant arc and deemed an "easy catch"
- b. Baserunners may run after the catch, BUT at their own risk.

16. You may not have more than 7 infielders.

V. OUT OF PLAY

1. Some fields may have home run rules. Consult your umpire.

2. All over-thrown balls are deemed out of play when:

- a. the ball is thrown over the fence
- b. The ball is thrown beyond the fence
- c. The ball is thrown beyond the "imaginary line" extending from the end of the backstop (if there is no fence).
 - i. This imaginary line applies to overthrows and caught fly foul balls.
- d. If the ball is overthrown and hits the fence behind the 1st or 3rd base lines but does not travel out of play, this is NOT considered out of play and the runner may advance, BUT at his/her own risk.
- e. On overthrows out of play, the runner is granted the base he/she is going to (at the point of the throw) plus one more base.
 - i. Note: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations.

VI. FORFEITS

1. If your team forfeits a game during the season, the following rules apply:

- a. First Offense: Loss of game and warning issued.
- b. Second Offense: Loss of game and staff reserves the right to remove team from playoffs.
- c. Third Offense: Removal from the league.

2. If you know in advance that your team is going to forfeit a game, we encourage you to email us so as to help us schedule your opponent a game.

3. Teams have until ten minutes past the designated start time to field a full squad

- a. Minimum numbers of players required to play as stated above.
- b. Anything less than the minimum must be approved by the staff and opposing team.

VII. LEAGUE CANCELLATION/RAINOUT

- 1. Leagues may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc.**
 - a. SBS staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary.
- 2. If the game is canceled, SBS staff will change the website immediately.**
- 3. If a game is cancelled on site, SBS staff will attempt to contact those teams still scheduled to play the remainder of the league night.**
- 4. Depending on the time of cancellation, some teams will have to be notified on site.**
- 5. We do our best to schedule make up games.**
- 6. In extreme circumstances, SBS reserves the right to run a shortened season without a refund or schedule games on days other than our regularly scheduled league day/night.**