



CHARLESTON SPORTS & SOCIAL CLUB

Official Kickball Rules Spring 2010

FIELD:

- The Diamond is a Square w/ equal sides of 60 feet.
- The distance from home plate to second, and first to third 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 w/ the first/third base diagonal. 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 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.

GAME REGULATION:

- All games will last 50 minutes or 9 innings, whichever comes first. Games will be official after 5 innings or 4 1/2 if the home team is ahead. At the end of regulation time, the score will revert back to the last full inning played. If time has not expired and the game is tied, the game can go to extra innings. Games can end in a tie. Under the lights, if there is time to start an inning, we will finish that inning.
- There is a 9 run limit per inning.

TEAMS:

- All players must be 21 years of age or older.
- You must wear the shirts provided and be a paid player. You will receive the drinks special at the bar ONLY if you are wearing your team shirt.
- Home team is listed first on the schedule and will take the field first.
- One player must be a catcher.

- Teams shall consist of 10 players on the field at one time with a maximum of 6 male and at least 4 female players. If you do not have enough females, 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 8 players but have at least 3 female, you do not have to take an automatic out.
- Minimum of 6 players to start a game with at least 2 females playing. One player must be the catcher.
- Five minutes into game time, if one team does not have the minimum amount of players to start, the other team is awarded 1 run. Ten minutes into game time, if there are not enough players, the game is considered a forfeit.
- All players can kick, but no more than 2 MALE in a row. A female may kick twice in the same line up to accommodate the 2 to 1 ratio of batting.
- Batting lineup cannot change. Late players can be added at the end of the lineup, keeping in mind the 2 to 1 ratio.
- Batting lineup must be presented to the opposing team or home plate umpire prior to the game, if requested.
- The head referee will keep the official score.
- Field lineup can change as often as you would like. The idea is to let everyone play! The catcher position can only be switched once per inning.

Uniform :

Tee Shirts: The CSSC will provide each team with a tee shirt for all paid team members. All players **MUST** wear the CSSC tee shirt for each game.

Permitted Alterations: Players may add their names, numbers and other similar personal information to their tee shirt. Players may also add depictions of the American flag. Player's additions may not cover the CSSC or sponsor logo

Excluded Alteration: Players may not add any corporate information to their tee shirts, including website addresses and or company names. Players may not include any offensive materials on their tee shirts. CSSC has the exclusive right to determine whether additions are offensive.

Penalty: Players who do not wear the official CSSC Tee shirt will be sidelined for that game. Players who are caught exchanging shirts will also be sidelined, and if the player is not listed on the team roster, the team will forfeit the game and must pay a fine (\$50.00). Team with players who violate the

alteration guideline must purchase new CSSC shirts (\$55.00/shirt), and team will forfeit all games until it has paid for the new shirts.

PITCHING/CATCHING:

- Strike zone extends 1 foot left and right of the plate and 1 foot above the ground from the bottom of the ball.
- Pitching must be underhand only.
- All pitches should be kickable (no fast balls or spinning balls). The pitcher should roll the ball between a slow and medium speed. If the pitcher is intentionally bouncing the ball or rolling it too fast (ref's discretion), he or she will be warned once to either stop bouncing it or to slow it down. If the pitcher does this again after being warned, he or she will no longer be permitted to pitch for the rest of the game.
- No bouncing balls. If 1 foot above the plate, it will be called a ball. (You may still attempt to kick it)
- If the pitch touches the lines around the plate, then it is a strike.
- The pitcher must stay in his box until the ball is kicked.
- No defensive player may advance forward of the 1st/3rd base line (diagonal) until the ball is kicked. If a defender advances beyond this diagonal before the ball is kicked, the kicker will be declared safe at first base.
- Outfielders may not come within 20 feet of the first – second and second – third line before the ball is kicked.
- Infielders may not move out more than 10 feet from the first – second and second third base line before the ball is kicked.
- If a fielder or pitcher makes an out by illegally advancing beyond the 1st/3rd base line, the runner will be declared safe.
- The catcher must stay behind and within the “catcher's line” until the ball is kicked. The catcher must not interfere with the kicker.
- The COUNT begins with 1 Ball, 1 Strike for all players.
- The kicker is out after 3 strikes. A foul ball that is kicked after 2 strikes, will be the 3rd strike on the kicker.
- If ball is caught in foul territory after the 3rd strike, then the ball remains live. If a ball is kicked in front of the plate and called “foul” by the ref, even if it is caught, the runners may not tag up.

BALL IN PLAY--Once the pitcher has the ball in control and is inside the 'area of control', the play is over. Play resumes once the next pitch

is thrown. Any field player may enter the pitcher's box to stop play. They must have control of the ball.

KICKING:

- All kicks must be made by foot, or shin.
- Foot must cross in front of other foot, including bunts.
- A kick must be made at or behind the plate or a foul ball will be called. If a ball is kicked in front of the plate and is caught in the air, the kicker will be called out. There is no tagging up on balls kicked in front of the plate.
- All men must kick the ball past the 1st/3rd base line (diagonal). All balls that do not reach this line will be called a foul. If the ball is fielded before reaching the line, it is in fair play.
- All Women must kick the ball past a line that is 10 feet from the plate. All balls that do not reach this line will be called a foul. If the ball is fielded before reaching the line, it is in fair play.
- Kicker may not stop the ball then kick it.
- If a player is injured while kicking, the next kicker in the lineup should replace that person in the batting order with the ball strike count remaining the same. If a female player is injured and the 2 previous kickers were male and the next kicker is male then the team should rotate its female players in the lineup so that it does not violate the rule prohibiting more than 2 male players in a row.
- Injured players cannot return to the game.

RUNNING:

- Runners must stay within the base line.
- Defensive players must stay out of the base line unless attempting to tag the player or catch the kicked ball.
- Fielders attempting to make an out by way of tagging the base, may have their foot on the base, but must lean out of the way of the baseline.
- If a fielder is obstructing the runner within the base line, the runner will be safe.
- Players may run through first base. If a player makes an attempt (ref's discretion) to go to 2nd base, he or she can then be tagged out.
- **NO SLIDING – This is an Automatic Out!!!**

- Neither leading off base nor stealing is allowed.
- There are two bases at first base. The base that is in foul territory is only used for the kicker, running to first base, on a close play in which he/she would be running through the base. The base that is in fair territory is used for the defense. Once the kicker successfully reaches first base, he or she uses the fair base from then on.
- A runner leading off base before the ball is kicked is out.
- Hitting a runner above the shoulders is not allowed and the runner is safe. (Exceptions, If the runner ducks or dives, attempting to dodge the ball, it is the umpire's judgment.)
- After a kicked ball is caught, runners must tag their original base before proceeding to the next base i.e. tag up. A player can tag up as soon as the fielder touches the ball (not necessarily catches the ball). If the runner has not left the base, he/she may simply run to the next base w/o a tag up.
- All ties go to the runner,
- One base on an overthrow. An overthrow does not include a ball that is kicked back in by a fielder. Once the ball goes out of play, the ref will judge where the runners are. If the runner is more than halfway to the next base, they have earned that base already. Therefore, their "1 base" would be the next base after that. Once the runner earns their one base, the play is over. If the runner attempts to earn the one base and is tagged out before he reaches that base, he is out.
- If a ball is deflected off the runner causing an out, all other runners may only advance one base.
- If two runners are on the same base at the same time, the fielder has a choice to tag either runner with the ball. That runner is out and the other may stay on that base.
- Once the pitcher or any other player has control of the ball and is no longer trying to make a play in the field and is within the pitcher's box (within 10 feet of the pitcher's mound), the ref will judge where the base runners are. If the runner is at least halfway to the base in which he was running, they will be awarded that base. If the runner is not halfway, he will be sent back to the base he was running from.
- If a runner intentionally touches or stops the ball, the play ends and the runner is called out. All other runners will be sent back to the base they earned at the time of the infraction.

- If the runner hurts themselves on the way to any base, he/she may have a pinch runner if they reached the base safely. The last player out from the preceding inning will become the pinch runner.

THE CALLS:

STRIKE--- A pitch within the strike zone that is neither kicked or is missed by the kicker. If the ball hits the line on either side of the plate, that is a strike.

A BALL--- A pitch outside the strike zone; an illegal bounce.

FOUL BALL--- Counts as a strike even on the 3rd strike.

- A kick landing out of bounds.
- A kick landing in bounds but traveling out of bounds (on its own) prior to 1st or 3rd base. A ball can start and in foul territory and then end up in fair territory. In this case, it would be considered a fair ball.
- A kick that does not meet the minimum kick requirement (1st/3rd base line, men or the 10' line, women)
- A ball that is kicked in front of the home plate. (If ball is caught during this play, then it is an out)
- If a kicker kicks the ball and the ball hits the kicker again while he/she is still in the batter's box, the ball should be ruled foul.
- The ball is fair if either the ball is fair or any part of the fielder is in fair territory when the ball is touched.

OUTS--- A count of three (3) strikes.

- A player touched by the ball at any point while not on base.
- A runner who is on the same base with another runner and is tagged by the ball.
- A kicked ball, foul or fair, that is caught in the air.
- A tag on base to which a runner is forced to run.
- A runner that is off the base when a ball is kicked.
- A count of three (3) outs by one team completes the other team's half of the inning.

- Hitting the base with a ball does not cause an out.

WALKS--- once four (4) balls are called, keeping in mind the count is 1 and 1 before the first pitch.

- Any walk to a male player w/ a female player next at bat, will result in a one base advancement, if there are runners on base or not. He will proceed to 2nd base. Base runners will advance if they are forced to. If there are 2 outs, the female player will have an option to kick or take the base.

UMPIRING:

CSSC will provide an umpire for the games

CSSC Umpire has the final call on every play

FORFEITS:

If a team does not have the minimum number of players by 5 minutes after game time, a \$ 50 forfeit fine will be assessed. The money will go towards your opponents bar tab the following week. Teams that receive a forfeit fine must use it the following week or lose it. (No, carry over). If a team contacts Charleston Sports and Social Club by 24 Hours prior to the start of the game, a forfeit fine will not be assessed. This will allow the opposing coach to inform his team of the forfeit.

FINES:

All fines must be paid before your next game. Teams not paying will have 2 points taken off their win total for each week that fine is not paid.

OTHER RULES:

NO alcohol permitted in the parking lot

NO PARKING on the field.

PLEASE police yourself – **IF YOU ARE SMOKING PICK UP YOUR BUTTS.**

Coaches are responsible for controlling their team. We are all adults.

Coaches are responsible for keeping track of batting order, innings, and score in their score book.

There are no errors.

No Infield Fly Rule.

NO SLIDING

If a rule is not otherwise stated here standard softball rules apply.

The umpire has final ruling.

No metal cleats.

ALL CONTACT MUST BE AVOIDED AT ALL TIMES.

EJECTIONS---

Metal cleats

Unsportsmanlike conduct.

Arguing with the umpires.

Throwing the ball at another player in an unsportsmanlike manner.

IF ejected, you can not play at the following week's game.

Please remember to support the sponsor bars !!!!

Charleston Sports and Social Club

Revision Date 03/01/10