



OFFICIAL CSSC KICKBALL RULES

Latest Revision: 10/28/21

(newest rules highlighted)

(recent rules highlighted)

FIELD

- The diamond is a square with equal sides of 60 feet
- The distance from home to second, and first to third is 84 feet 10 ¼ inches
- **PITCHING AREA/AREA OF CONTROL**
 - The center of the pitching area is in the center of the diamond (42 feet 5 1/8 inches)
 - It is directly aligned w/ the first/third base diagonal.
 - An imaginary circle with a 10' radius originating from the pitching rubber designates the area of control
- 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

- **DURATION**
 - All games will last 50 minutes or 9 innings, whichever comes first
 - Nightly championship games at a field with lights will be 9 innings with no time limit
 - Nightly championship games at a field without lights shall be the standard 50 minutes/9 innings format.
 - Games will be official after 5 innings or 4 1/2 if the home team is ahead.
 - If time has not expired and the game is tied, the game can go to extra innings.
 - Games can end in a tie.
 - On all fields if there is time to start an inning, we will finish that inning.
 - There is a 9-run limit per inning.
 - The 9-run limit is waved for the trailing team if in the last inning

- **STARTING A GAME**

- Requires a minimum of 6 players, with at least 2 being female
- If a team has the minimum amount of players present at the start time but not a full roster (thus, 6-9 players), that team should be ready to start the game at the start time even if they are waiting for other players to arrive.
- 5 minutes into game time, if a team does not have the minimum amount of players, the opposing team is awarded 1 run.
- 10 minutes into game time, if a team does not have to the minimum amount of players, the game is a forfeit

DIVISIONS

- West Ashley will be broken into two divisions: Competitive & Non Competitive
 - **COMPETITIVE:** This division is for players who: would have gone pro if it wasn't for that injury in high school, won't let a little kid beat them in candy land, believe it's not worth winning if you can't win big or simply want to meet cute, semi athletic people and are tired of dating apps.
 - Competitive teams will play an 8 game regular season and may earn their way into a playoff for a ridiculously large trophy or WWE style title belt you will surely want to fill your insta feeds with pics of to show how awesome you are. (details covered in Playoffs & Kickball Finals section below)
 - **NON COMPETITIVE:** This division is for players who: Still have their little league 10th place trophy, are blessed with a great personality but have limited athletic ability, believe fun isn't synonymous with winning, don't care what the score is, would like a great way to meet new people and even get a little exercise in.
 - Non Competitive teams will play a full 8 game regular season but will not be eligible for playoffs.
- Downtown & Mt. Pleasant leagues are limited to fewer teams and not broken into divisions. You can expect a mix of players mentioned above. There will be playoffs for these leagues but the overall format & end prize may vary season to season based on the number of teams.

TEAMS/PLAYERS

- All players must be 21 years of age or older.
- All players must be paid players.
- Home team is listed second on the schedule and will take the field first.

- 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 4 females, you must play short defensively – subtract 1 male from the defensive field for each female not present on defense. (Examples: 3 females on defense = you can have 5 males on defense; 2 females on defense = you can have 4 males on defense) **see ** in KICKING LINEUPS below for kicking less than 4 females**
- The *fielding* lineup can change as often as you would like, including during an inning (the idea is to let everyone play!). However the catcher position can only be switched once per inning.

- **SUBSTITUTIONS**

- A rostered player that arrives late to the field may enter the game and be added to the lineup or replace a player. If a player is replaced they may not re-enter the game.
- Pinch runners are allowed to be used one time per inning without penalty. The pinch runner must be the last player an out was made on of the same gender of the player being substituted for.
 - If a second pinch runner is used during the same inning, the player being substituted for must sit out the remainder of the game.
- If a team loses a paying, rostered player for the season due to injury or other circumstances, their spot can be replaced on the roster for the season with another player of either gender.
- **Prior to the start of a game, if a team is missing a player for any reason but it does not result in being short the standard roster number (10 players/ 6 male/ 4 female) no substitute player may be added.**
- Prior to the start of a game, If a team is short players (10 players/ 6 male/ 4 female) either due to injury or other circumstances they may only acquire the number of substitute players required to equal a standard roster (10 players/ 6 male/4 female). The team must report the sub to the league for approval and they must be a paying member of the league during the current season.
 - During the regular season any league member may sub for another team
 - During the playoffs (both nightly and kickball finals), a competitive team can NOT sub a competitive player from the same night/location. (e.g. Wednesday comp team CAN get a sub from Wednesday downtown, or Thursday comp West Ashley, but NOT from Wednesday comp West Ashley)
 - During the playoffs (both nightly and kickball finals), a competitive team CAN sub a player from the same night/location if they only play non-competitive.
 - Players on Downtown, Mt. Pleasant, North Charleston etc. teams are considered competitive players

- During the playoffs (both nightly and kickball finals) a team may not sub more than two females or three males for any reason with a max of 4 total subs. The team must either play short the standard roster or forfeit the game
 - If a player is injured during a game and cannot return to the field of play, the team CAN acquire a substitute player (in accordance to the rules above) only if the injury results in the team having less than the standard roster (10 players/ 6 male/4 female). If the team is unable to acquire a substitute and the injured player results in having less than the standard roster number (example only 3 females remain) or they cannot meet the required 2 males - 1 female batting order ratio (example 9 males / 4 females) no penalty will be forced on the team for playing down and females may rotate in the kicking order to accommodate the 2 male - 1 female max ratio.

● **KICKING LINEUPS**

- Every player must be in the kicking lineup. (Example: If a team has 15 players, then all 15 must be in the batting order.)
- Any number of females may kick in a row but no more than 2 MALES may kick in a row.
- All females playing MUST kick before a male is allowed to kick a second time. See example lineups below using 7 males and 5 females.

Legal Lineup	Illegal Lineup
1) Male 1	1) Male 1
2) Male 2	2) Male 2
3) Female 1	3) Female 1
4) Male 3	4) Male 3
5) Male 4	5) Male 4
6) Female 2	6) Female 2
7) Male 5	7) Male 5
8) Female 3	8) Male 6
9) Male 6	9) Female 3
10) Male 7	10) Male 7
11) Female 4	11) Male 1 X → illegal
12) Female 5	12) Female 4
	13) Male 2 X → illegal
	14) Male 3 X → illegal
	15) Female 5

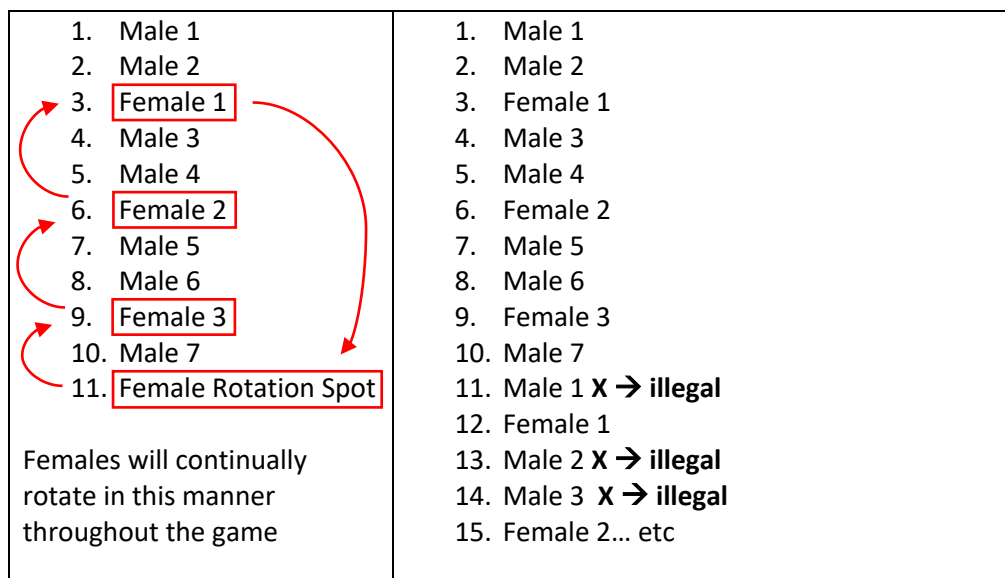
- A female may kick twice in the same line up to accommodate the 2 males to 1 female max ratio of batting.
- ** If you do not have 4 females, you must still kick four females in the order (through rotating females in the lineup, see Rotating Players in the Lineup below for examples), meaning that four females would need to kick before any male kicks a second time.

- 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.
- Rotating Players in the Lineup (male players can NEVER rotate)
 - When a team has greater than a 2:1 ratio of males to females, OR if a team is short the required four females, male players CANNOT rotate in the lineup (thus, if a male player kicks after another male his first time up, he must always kick after that same male; similarly, if a male player kicks after a female his first time up, he must always kick after a female – though not necessarily the same female – if the females are rotating).
 - When a team has greater than a 2:1 ratio of males to females, OR if a team is short the required four females, they must add a “female rotation spot” somewhere in their lineup to avoid breaking any lineup rules. See example lineups below.
 - Example 1: 9 Males & 4 Females

Legal Lineup	Illegal Lineup (simply rotating w/ 2-1 ratio)
1. Male 1 2. Male 2 3. Female 1 4. Male 3 5. Male 4 6. Female 2 7. Male 5 8. Male 6 9. Female 3 10. Male 7 11. Male 8 12. Female 4 13. Male 9 14. Female Rotation Spot Females will continually rotate in this manner throughout the game	1. Male 1 2. Male 2 3. Female 1 4. Male 3 5. Male 4 6. Female 2 7. Male 5 8. Male 6 9. Female 3 10. Male 7 11. Male 8 12. Female 4 13. Male 9 14. Male 1 X → illegal 15. Female 1 16. Male 2 X → illegal 17. Male 3 X → illegal 18. Female 2...etc

- Example 2: 7 Males & 3 Females

Legal Lineup (requires 4 female spots in order)	Illegal Lineup (simply rotating w/ 2-1 ratio)



- Females must remain in the same chronological order when rotating. (Ex: female 2 must always be the next female to kick when female 1 was the last female that kicked)

- **NIGHTLY/LOCATION PLAYOFFS**

- For time limits see “Duration” under the Game Regulation section above.
- Seeds are determined by points earned.
- If multiple teams have the same point total, the tie will be broken by the head to head regular season game result if possible. If not, the team with the highest combined Strength of Schedule per game average score (total points of all opponents played divided by total number of games) + Quality of Win average score (total points of all opponents defeated divided by total number of wins) will be used to break the tie.
- West Ashley: At the conclusion of the regular season, a nightly playoff will be held for teams in the Competitive Division. The top 12 teams will be split into three, four team sub divisions (if a night has less than 12 competitive teams, the sub divisions may be less than 4 teams) each competing in a single elimination playoff to win their night and move on to the Kickball Finals.
 - Seeds 1-4 Palmetto Cup Subdivision
 - Seeds 5-8 AAA Belt Subdivision
 - Seeds 9-12 AA Belt Subdivision

- EXAMPLE:

	Team Names	Wins	Losses	Ties	Pts
	COMPETITIVE				
1	Home Plate on the First Date	8	0	0	17
2	Kicking Ass And Changing Names	7	1	0	14.75
3	Bye Week	6	2	0	14
4	Faces Loaded	6	2	0	14
5	The Freeballers	6	2	0	14
6	Recess All Stars	6	2	0	13
7	You Hang Em We Bang Em	5	3	0	12
8	Side Chicks with Fly Kicks	4	4	0	10
9	Brews On First	4	4	0	10
10	2 Kicks and a Ric Flair	4	4	0	10
11	Bunt Stuff 2017	4	4	0	9
12	Kick Balls Deep	3	5	0	8
13	Don't Come On My Base	3	5	0	6
14	Wreck'd EM	2	6	0	6
15	Fifty Shades of Spay	2	6	0	6
16	Can We Kick It	1	7	0	4

- Using the above end of season standings, playoff subdivisions would be broken down into:
 - Palmetto Cup
 - 1) Home Plate... 2) Kicking Ass... 3) Bye Week 4) Faces Loaded
 - AAA Belt
 - 1) The Freeballers 2) Recess All Stars 3) You Hang Em... 4) Side Chicks...
 - AA Belt
 - 1) Brews On First 2) 2 Kicks and Ric Flair 3) Bunt Stuff 2017 4) Kick Balls Deep
- A standard 4 team playoff format will ensue to determine the nightly subdivision Champion.

- Downtown / Mt. Pleasant: At the conclusion of the regular season, a nightly playoff will be held per night. Playoff format may change season to season based on number of teams. Please check with the league for this season's format. If there is more than one night of play, the nightly winners will compete to determine the overall location Champion. Eligibility for the Kickball finals will vary season to season based on total number of teams. Check with the league for this season's format.
- Any protests regarding player eligibility or any other issue must be brought up to the ref and settled prior to the beginning of game.

- **KICKBALL FINALS**

- At the conclusion of the individual night/location playoffs, Kickball Finals will take place between the top four nightly representative teams from each subdivision. Typically this will include the Tuesday, Wednesday & Thursday West Ashley Sub Division Champion + one Wild Card (either Downtown Champion, Mt Pleasant Champion or a nightly championship game runner up with the greatest regular season point total)
 - The Palmetto Cup Division will play for the Palmetto Cup Trophy.
 - The AAA Division will play for the AAA Title Belt
 - The AA Division will play for the AA Title Belt
- Reminder: Non Competitive divisions will not have a playoff of any kind.
- An individual who has paid for, and is on the roster for multiple teams in the Kickball Finals may play on multiple teams in different divisions (i.e. on a Palmetto Cup team and an AA team) but they can NOT play on more than one team in the same division (i.e. two AAA teams).
- An individual who has paid for, and is on the roster for multiple teams in the Individual Night/Location Playoffs may play on multiple teams throughout the duration of this phase.
 - If a player plays on a team that loses, they may still play with his/her other team(s).

UNIFORM

- You must wear the current season's CSSC league shirts. This is true for all games but is particularly enforced during the playoffs.
- You will receive drink specials at the bar ONLY if you are wearing your current team shirt.
- 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. 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.
- 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.

PITCHING/CATCHING/OTHER FIELDING

- If a defender violates any of these rules below (pitching, catching, other fielding), all baserunners shall advance one base whether they are forced or not and the kicker must take 1st base.
- **PITCHING**
 - Pitching must be underhand only. All pitches should be kickable (no fast balls, bouncing balls, or spinning balls). The pitcher should roll the ball between a slow and medium speed.
 - If the pitcher is intentionally bouncing the ball/rolling it too fast/spinning the ball (ref's discretion) the pitch will be called dead whether the player kicks it or not and the kicker will be awarded a ball. The pitcher 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.
 - The pitcher must be within 5 feet of the mound when the ball is rolled.
 - The pitcher (nor any defensive player) may advance forward of the 1st/3rd base line (diagonal) until the ball is kicked.
 - The pitcher may step over the line to pitch but must be back behind the line when the ball is kicked.
 - Once the pitcher has the ball in control and is inside the 'area of control', the play is over.
 - Any field player may enter the pitcher's box to stop play.
 - The pitcher or player must have control of the ball, and not be making a move/pump faking/attempting to get an out.
 - If the ref determines that the pitcher/player in the area of control made a move at a runner while any runner (either that same runner or another runner elsewhere) is halfway or more to their subsequent base, the runner(s) will be awarded that base.
 - 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.
- **CATCHING**
 - There must always be a catcher, no matter how many players a team is playing with.
 - 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 catcher may not reach out in front of the kicker in foul territory to attempt to touch the kicked ball (and try to make it a foul ball).
- **OTHER FIELDING**

- No defensive player may advance forward of the 1st/3rd base line (diagonal) until the ball is kicked.
- Outfielders may not come within **30** 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.

KICKING

- 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.
- 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.
- If during a kicker's swing their leg makes multiple, unintentional contacts with the ball (e.g. the ball is kicked off the shin and then off the foot all in one kicking motion) while still in the batter's box, the ball shall be ruled live.
 - If while in the batter's box the ball makes a second contact with any other body part other than the kicking leg on the initial swing or if the ball touches the ground first and then second contact is made with any part of the body, a dead ball foul shall be called.
 - If while in the batter's box the kicker intentionally makes contact for a second time with an already kicked ball, the kicker shall be ruled out for interference. At this time the play is dead and all runners must return to the bases occupied at the time of the pitch.
- To become fair, a kicked ball must physically touch (rubber in contact with the line) or surpass (the entire ball travels past the line in the air) the minimum distance line (1st/3rd base line diagonal for Men, 9 foot arc for Women). All balls that do not meet these requirements ("breaking the plane" or hovering over the line is not considered surpassing) will be called foul.
 - Once the ball has touched/surpassed the line, it may come back behind the line and still be considered fair as long as it remains within the 1st & 3rd base foul lines.
 - If the ball is fielded while still moving but before reaching the line, it is fair.
- 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.

- Any fair ball kicked on the ground into trees, parking lot or any object beyond the outfield shall be ruled an automatic ground rule double and all runners will advance two bases from where they started the play.
 - If the outfielder could have made a play on the ball with reasonable effort to prevent it from leaving the field (umpire's discretion) then all runners will be awarded two bases from the base they have earned at the moment the ball goes out of play.
- Any fair ball kicked in the air that hits a tree, goes into the woods, over the cones (or any other object used to mark the outfield boundary) prior to landing shall be ruled an automatic homerun.
 - If a team kicks three automatic homeruns in one game, any subsequent homeruns will be ruled a single and all runners on base will advance one base regardless of being forced or not. (inside the park homeruns do not count)
- If a player kicks a ball that is interfered with on another field, the ref should stop play.
 - If the ref determines that the outfielder could have been camped underneath the ball and almost definitely would have caught the ball had the opposing outfielder not gotten in the way of the ball, he should rule the kicker out.
 - If the ball does not touch anybody on another field but goes into that field, the ref should allow the play to continue.
 - If the ball is interfered with on another field and the outfielder would not have had a routine out, the ref should stop play and award 2 bases to each runner
- When a kicked ball touches/hits a runner:
 - If ref determines runner intentionally touched/stopped the ball, the play ends there (whether the runner was on a base or not) → the runner is out and other runners will not be able to advance further. The other runners will proceed to base(s) earned at the time of the infraction.
 - Intentional contact includes stopping in the base path and purposefully allowing the ball to hit you.
 - If the ref determines the runner did not intentionally touch the ball (thus, he/she either made a move to get out of the way – OR, if on a base – remained still/didn't lean into ball or reach out to stop it):
 - If the runner was not on a base, he/she is always out. Here, as the contact with the ball was not intentional, other runners may continue to advance 1 base past what they have already earned. They must earn the base.
 - If the runner was on a base:
 - 1st base → the runner is always out (he/she will always be forced to run and will always be in fair territory)
 - 2nd base →

- if forced to run, the runner is out
- if not forced to run, the runner is safe
- 3rd base →
 - If hit in foul territory (the entire ball being in foul territory), the runner is safe (forced or not forced), and it is a foul ball.
 - If hit in fair territory and forced to run, the runner is out
 - If hit in fair territory and not forced to run, the runner is safe
 - In the cases above where the runner and ball make contact in fair territory, the play remains live after the contact, regardless of the direction or distance of deflection. Other runners may earn 1 base past that which they have already earned at the time of contact.
- Popped Ball
 - If a ball is popped immediately on the kick, the play is ruled dead, no runners may advance, no outs may be made and the pitch will be re-done.
 - If a fair ball is unintentionally popped by any means after the initial kick, the play shall be ruled dead by the umpire and all runners are awarded the base they have earned.
 - A fair ball that is intentionally popped by the defense or any being on the defense's sideline will result in all runners being awarded home.

BASE RUNNING

- Runners must stay within the base line or their established base path unless they are avoiding a defensive player attempting to field a kicked ball. Their established base path is about 3 feet on either side of them and does not have to be exactly in line with the base line (like when rounding a base).
- A runner will be called out if he intentionally distracts the fielder. Examples: yelling close by, running too close to the fielder (ref's discretion). Running near, but not touching a kicked ball while not interfering with the fielder (except for vision) is allowed.
- A runner who is called out (e.g. runner going from 1st – 2nd, fielder steps on 2nd base with the ball for the force out) must make a reasonable effort to avoid a ball thrown by the defense. If he or she does not make an attempt to get out of the way of the thrown ball or intentionally interferes with the fielder or the thrown ball, a second out will be called on the runner the defense was attempting to make a play on. (e.g. after the force out at 2nd, the defense throws the ball towards first in an effort to make a double play, the base runner who is out on the force at 2nd, does not get out of the way of the thrown ball to first and lets the ball hit themselves. The kicker going from home to 1st shall be ruled out). The play will then be ruled dead and all other runners will return/advance to the base they have earned.

- If the runner made a reasonable effort to avoid the ball or did not have a realistic chance of avoiding the throw but was still hit the ball, the play should be ruled dead. The runner the defense was attempting to make on a play on should be ruled safe and all other runners should be awarded the base to which they are going.
- Defensive players must stay out of the base line unless they possess the ball and are attempting to tag the runner or field a kicked (not thrown) ball. If the fielder obstructs a runner (umpire's discretion) under any other circumstances, the runner shall be ruled safe.

e.g. A batter kicks the ball on the ground to the third baseman, the third baseman throws the ball to the first baseman in an attempt to make the force out. The throw is off target and the first baseman crosses over the base path to catch the ball which forces the batter/runner to slow down (or alter their path) to avoid collision. The runner shall be ruled safe.
- 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.
- 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!!!
- Stealing is not 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. On any close play at first base, the runner is required to touch the foul, safety base or should be ruled out. 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 a base when the ball is kicked will immediately be called out. The play is called dead, all other runners on base will return to their occupied base at the start of the play and the pitch will not be counted. The count on the kicker will remain what the count was prior to the pitch.
- 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.
- Ties do not exist. The ball either beats the runner to the bag or it does not. If the ball beats the runner to the bag, the runner is out, if the ball does not arrive prior to the runner reaching the bag, the runner is safe.

- **OVERTHROWN BALLS**

- An overthrown ball is an errant throw that winds up in foul territory. The distance into foul territory does not matter, whether that be 1 inch outside the line, or 50 feet.
- An overthrow does not include a ball that is kicked by the defense. A ball that is kicked by the defense remains live in all circumstances unless the ball is intentionally helped back into play or to the defending team by a person in foul territory. In this scenario the play is dead and all runners are awarded home.
- A runner may attain 1 extra base on an overthrow, and the runner must earn that base. The base is earned and the play is dead as soon as the runner touches that base.
- If the runner attempts to earn the one base and is tagged out before he reaches that base, he is out.
- 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.
- If an overthrown ball is deflected (ex by bouncing off the light, sideline players, bystanders, animals or other), the ball shall remain live/in play. If the ball deflected off of a person, that person must have either been standing/sitting still or making an attempt to get out of the way to remain live.
 - If the ball is intentionally touched by a person or animal, the play shall be called dead and all runners are automatically awarded the one base they are limited to on an overthrow.
 - If the ball is intentionally touched by a person on the kicking team’s sideline, the play shall be called dead, the runners may not advance and must return to the last base occupied.
- If a ball is deflected off a 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.
- If a runner is at least halfway to the base when the pitcher/other player stops play by controlling the ball in the area of control, they will be awarded that base. If the runner is not halfway, he will be sent back to the base he was running from.
 - See above rules in “Pitching” section on rules regarding stopping play.

CALLS FROM THE REFEREES

- **STRIKES/BALLS**

- STRIKE
 - A pitch within the strike zone that is not kicked or missed by the kicker
 - If ANY part a pitched ball touches ANY part of the lines around the plate

- BALL
 - A pitch outside the strike zone
 - If bottom of the ball is more than 1 foot above the plate (kicker may still attempt to kick it)
- **WALK**
 - 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 will result in a 2 base advancement for the walked male batter (he gets 2nd base). Other base runners will advance only if they are forced. If there are 2 outs, and a female is up next, the female player will have an option to kick or take the base.
 - Fielding team cannot tell a kicker to take a base. The pitcher must pitch kickable pitches in order to intentionally walk a kicker. The ball must cross the line in front of the plate (the front line plate).
- **FAIR/FOUL**
 - FAIR BALL
 - Any kicked ball that first contacts a fielder while the ball is in fair territory is considered fair.
 - If a player's entire body is in foul territory but the ball is in air above any part of the line (using an imaginary line from the foul line straight up to the sky), and the player touches the ball, it is fair
 - If the entire ball is in foul territory, at least some part of the player's body must be touching the ground in fair territory (on the line is fair territory) when he touches the ball for him to make it a fair ball
 - This applies to any fly ball (in front or behind 1st/3rd base) and ground balls in front of 1st/3rd base, but not ground balls behind 1st/3rd base.
 - Thus, if a fielder attempts to make a catch in the outfield and the entire ball is foul but some part of his body is touching the ground in fair territory, the ball is fair whether he catches it or drops it.
 - However, if the fielder is in the air above fair territory (but not touching the ground at all), and the entire ball is foul, and he drops the attempted catch, the ball is foul.
 - If the ball is not touched by a fielder, any kicked ball that first contacts the field in fair territory beyond first or third base -- with the foul lines counting as fair territory -- is considered fair.

- Kicked balls that first contact the field between home plate and first or third base are considered fair if they subsequently bounce over or directly contact either base, or otherwise pass either base while in fair territory.
 - The ball is also considered fair if it settles in fair territory between home plate and first or third base (it must be in physical contact with the foul line, not hovering over), as long as it meets the minimum distance requirements described in the Kicking section above.
 - FOUL BALL
 - Counts as a strike even on the 3rd strike (and thus an out)
 - A kick landing out of bounds.
 - A kick in bounds that travels out of bounds (on its own) prior to 1st or 3rd base.
 - A kick that does not meet the minimum distance line requirements as described in the Kicking section above.
 - 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.
 - If a kicker kicks the ball out of the batter's box and intentionally touches the kicked ball again, the batter is out. If a kicker kicks the ball and unintentionally touches the ball while entirely in foul territory prior to any defender touching the ball, this should be ruled a foul ball.
 - Once a ground ball passes first or third base in foul territory, it is foul.
- **OUT**
 - 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.
 - The tag of a base to which a runner is forced to run.
 - As long as the defender has control of the ball (pinning it against the ground does not count as controlling the ball) he can tag a base with his foot or hand.
 - 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.
 - Throwing the ball at a base and hitting the base with it does not cause an out.
 - If the third out of an inning is a force out, including failing to properly tag up on a caught ball, no runs shall score on that play.

- There is no Infield Fly Rule however, if any fielder intentionally touches and drops an infield fly ball (umpires discretion) in order to potentially make a double play, then the umpire will call the batter out, rule the play dead and return all other runners on base to their previously held bases.
 - If a defender lets an infield fly ball hit the ground before touching it, there is no limit on the number of outs he can make on that play.

INCLEMENT WEATHER

- Kickball may be played in rain, wind, mud, puddles and other weather events.
- If inclement weather occurs to the extent that games must be cancelled ahead of time the league will contact team captains to let them know about the rescheduling of games.
- If severe inclement weather occurs during game times, games can be delayed up to 20 minutes allowing conditions to improve.
 - Severe inclement weather may include but not limited to: Lightning within 5 miles of the field, “torrential” downpours, field flooding to the extent that bases/home plate cannot be set in their standard locations. The league will make the judgement if games need to be rescheduled due to these conditions.
 - If severe weather conditions cause a cancelation of a playoff game and it cannot be made up in time for kickball finals a winner may be determined by one of the following methods: Kick Off (one girl & one guy kick for distance), team flip cup, 1 inning game, flip a coin.

OTHER RULES

- CSSC will provide a referee/umpire for the games.
- The referee(s) have the final call on all plays.
- The head referee will keep the official score.
- **FORFEITS**
 - If a team does not have the minimum number of players by 10 minutes after game time they will forfeit.
 - If a team contacts Charleston Sports and Social Club prior to the start of the game, no penalty will be assessed. This will allow the opposing coach to inform his team of the forfeit.
 - The first time a team no shows without notification ahead of time they will be issued a warning. The second time a team no shows they will be removed from the league for the season.

- **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.
- **STALLING**
 - If a team is perceived to be stalling (umpire's discretion) they will be given them a warning.
 - If a second stalling infraction occurs, one run will be awarded a run to the other team.
 - A third and final stalling infraction will result in a forfeit
- NO alcohol permitted in the parking lot
- PLEASE police yourself.
- 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.
- If a rule is not otherwise stated here standard Major League Baseball rules apply.
- 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 you are ejected, your team will play the remainder of the game down a fielder, will take an automatic out every time your spot is reached in the batting order, and you cannot play in the following week's game.

Please remember to support the sponsor bars!!!!