

# Epic Center Kickball Rules

The Epic Center Kickball League uses modified rules in accordance with the World Adult Kickball Association to fit Epic Center rules and field regulations. To summarize; kickball is a simple game consisting of two teams, bases, and a big red ball. Played like baseball, the object is to score more runs than the opposing team. In short, games will be played with 9 fielders, 5 innings, bouncies, no head shots, one base on an overthrow, forced outs, no ghost men, and bunting is allowed so get a good catcher on your team. The following rules will govern all kickball games. For the enjoyment of all, proper respect and civility is required of all participants toward one another. Fighting is not allowed nor tolerated.

## 1. Playing Field

The games will be played indoors on our turf field. The home plate will be approximately at the 6-yard box and 2<sup>nd</sup> base will be at the center of the field. 1<sup>st</sup> and 3<sup>rd</sup> base will line up appropriately to fit an even diamond shape.

## 2. EQUIPMENT

2.01 While participating, players must properly wear the official athletic clothing designated for their use.

2.02 Athletic shoes are required. Cleats are not allowed.

2.03 Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Referee as a performance enhancement must be removed or the player will be removed from play.

2.04 All player attire is an extension of the player.

## 3. REFEREES

3.01 Games will be officiated by at least one authorized official, the Head Referee.

3.02 The Head Referee governs all game play and issues all final rulings, and has final authority on equipment issues. Other Referees may assist these officials when available.

3.03 Referees have jurisdiction over play and may:

a. call a time out

b. penalize a player, including game ejection, for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.

3.04 Referees have jurisdiction over play and must:

a. signal runs scored and a change of innings or outs

3.05 Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

## PARTICIPANTS

### 4. PLAYER ELIGIBILITY

4.01 All participating players must be in good standing with Epic Center (i.e. no unpaid fines or suspensions from other sports or sessions previously played) and have an Epic Center player pass that has not expired. Player passes can be purchased at the front desk; \$10 for returning players and \$15 for new players to Epic Center. All passes no matter when purchased expire September 1<sup>st</sup> and are good for one year until the 1<sup>st</sup> of the following year.

### 5. TEAMS

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5.01 Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning.

5.02 While fielding, each team will field nine (9) players at maximum, which must include one pitcher and one catcher at any time during the game

5.03 Each fielding team must have 3 girls out there at all times.

5.04 The minimum number of participants to play a game is seven (7), while rule 5.03 is still in effect

## 6. BASE COACHES

6.01 Two members of the team at kick may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.

6.02 Base coaches may not physically assist runners while the ball is in play (see Rule 13.02h).

## 7. REGULATION GAMES

7.01 Regulation games last five (5) innings or 60 minutes.

a. In the event of a tie score at the end of the game, the game shall be marked as a tie.

b. If the Home team (see Rule 5.01) already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.

c. If the Home team (see Rule 5.01) takes the lead during the bottom of the final inning, that team wins instantly and the game is over.

d. Should the time limit be reached, the final score will revert back to the last completed inning.

## 8. PITCHING, CATCHING AND FIELDING

8.01 Balls must be pitched by hand. There are no restrictions on pitching style.

8.02 Proper Field Position must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick.

Proper Field Position is –

a. for Fielders:

-All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal

b. for Pitchers:

- The pitcher must start the act of pitching with at least one foot within the pitching mound (see Rule 1.01d)

- The pitcher must have at least one foot on or directly behind the pitching strip (see Rule 1.01c) when releasing the ball

c. for Catchers:

- The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.

- The kicker may not trigger a position violation through maneuvers judged by the Ref to be deliberately tricky or unsportsmanlike.

- Any shouting to distract the kicker at the discretion of the ref will be issued a warning on the first offense and on the second offense, the kicker may take first base.

## 9. KICKING

9.01 All kicks must be made by foot or leg, below the knee (see Rule 12.02e). Any ball touched by the foot or leg below the knee is a kick.

9.02 All kicks must occur:

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a. at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate

9.03 Once your inning to kick has started, the team's kicking order must remain consistent, but does not have to be followed inning-to-inning for the remainder of the game. For example, in the first inning, the rotation would need to run A, B, C, D, E, F...A, B, C, D, E, F, etc. However, for the next inning, the rotation could run D, F, E, C, B, A...D, F, E, C, B, A, etc. as long as the order of players remained consistent.

9.04 Genders must alternate back and forth for the kicking order, until no longer possible and can be reset the next inning (see Rule 9.03).

## 10. RUNNING AND SCORING

10.01 Runners must stay within the baseline. Any runner outside the baseline is out (see Rule 13.02k):

- a. Runners may choose their path from one base to the next, and may follow a natural running arc
- b. Runners are free to change course to avoid interference with a fielder making a play;
- c. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.

10.02 Obstruction. Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.

10.03 Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out (see Rule 13.02g).

10.04 Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.

10.05 A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out (see Rule 13.02f).

10.06 All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.

10.07 Base Running on Overthrows;

- a. an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base
- b. a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory
- c. one base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance
- d. if any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running

10.08 Running past another runner is not allowed. The passing runner is out (see Rule 13.02j).

10.09 A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.

10.10 When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play (see Rule 1.01b).

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10.11 A homerun is awarded if the ball hits the back netting in front of the scoreboard while still traveling in the air. If the ball hits the netting after hitting either a fielder or the ground, it is still in play

## 11. BALLS AND STRIKES

11.01 A count of three (3) strikes is an out.

11.02 A strike is:

- a. a pitch that is not kicked and is not called a ball per Rule 11.05, that enters any part of the strike zone, as determined by the ref
- b. an attempted kick missed by the kicker inside or outside of the strike zone

11.03 Foul balls never count as strikes.

11.04 A count of four (4) balls advances the kicker to first base.

11.05 A ball is:

- a. a pitch outside of the strike zone as judged by the Referee where a kick is not attempted
- b. a pitched ball that does not touch the ground at least twice or roll before reaching home plate
- c. a pitched ball that exceeds one foot in height from the bottom of the ball as it approaches home plate

## 12. FAIRS AND FOULS

12.01 A count of four (4) fouls is an out. Foul balls never count as strikes.

12.02 A foul ball is:

- a. a kicked ball first touching the ground in foul territory, which is to the outside of the baselines to either 1<sup>st</sup> or 3<sup>rd</sup> base
- b. a kicked ball first touching a fielder or Referee wholly in foul territory, while the ball is over foul territory
- c. a kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing the 1st-3rd base diagonal
- d. a kicked ball landing in fair territory, then entering foul territory before crossing the 1st-3rd base diagonal, and touching a fielder or Referee wholly in foul territory
- e. a kick made on or above the knee (see Rule 9.01)
- f. a kicked ball touched more than once or stopped in the kicking box by the kicker
- g. a kicked ball first touching a permanent object, such as a batting cage or fence.

12.03 A fair ball is: a.

- a. a kicked ball landing and remaining in fair territory
- b. a kicked ball landing in fair territory then traveling into foul territory beyond the 1st -3 rd base diagonal
- c. a kicked ball first touching a player or Referee in fair territory
- d. a kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory
- e. a kicked ball that touches a runner before touching the ground in foul territory

## 13. OUTS

13.01 A count of three (3) outs by a team completes the team's half of the inning.

13.02 An out is:

- a. a count of three (3) strikes or four (4) fouls
- b. any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground
- c. a Force Out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball

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may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base

d. a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play

e. a kicker or runner that interferes with the ball (see Rules 14.02b and c)

f. a tag of a base by any part of a fielder's body, while the fielder has control of the ball (see Rule 13.02c), before the runner originating at that base can tag-up as required due to a caught ball (see Rule 10.05)

g. a runner off base when the ball is kicked (see Rule 10.03)

h. a runner physically assisted by a team member during play (see Rule 6.02)

i. a runner that passes another runner (see Rule 10.08)

j. a runner outside of the baseline (see Rule 10.01)

k. a runner who misses a base, as called by a Referee upon the conclusion of the play

l. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play

m. a runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner

n. if the ball is kicked and hits the ceiling and bounces off it is a live ball and may be caught for an out

o. if any ball gets stuck in the rafters, a re-kick will take place

## 14. BALL IN PLAY

14.01 Once the pitcher has the ball in control and retains possession on the mound, the play ends.

Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

14.02 Interference is:

a. when any non fielder or non permanent object except a Referee or a runner, touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed

b. when any runner on or off base intentionally touches a ball, or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance (see Rule 13.02e)

c. when any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came (see Rule 13.02e). 14.03 During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

## 15. INJURY AND SUBSTITUTIONS

15.01 In cases of injury or illness, the time will continue to count down and players may substitute with other players on the bench or play one person short for the remainder of the time said person is out.

15.02 If a player is ejected, player is subjected to a fine and/or a game suspension to be determined further by Epic Center.

15.03 Players in the field may substitute positions as they wish during the play. Substitutions from the bench may occur once the play has stopped and the ball is in the hands of the pitcher.

15.04 Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions. A runner may be substituted no

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more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.

## 16. OTHER

The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner.