



## Fred SPCA 3rd Annual Kickball Tournament Rules 2023

### **Sportsmanship**

You want to win, we get it. But there's much more to these games than just winning – we're saving lives! All players and officials should treat one another with ***respect on the field & after the game***. Any blatantly unsportsmanlike conduct will result in ejection from the tournament and Duff McDuff Green Memorial Park.

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### **Game Rules**

#### Beginning of the Game

Games start when both teams are present, or on the hour (whichever comes first). Teams must be prepared to play.

Spikes are allowed. Any equipment in question should be brought to the attention of the field official. The official will make all final decisions regarding equipment discrepancies.

All games are seven innings or 55 minutes (warm up time included); the last inning must start prior to the 45-minute mark. In addition, there will be a master game clock w/games starting on the hour. The official will enforce this rule and will make the call at the top of the final inning. Note: Due to differing circumstances in each and every game, some games will finish short on an hour in length, while others might run over the hour mark. Please respect your official's call in this matter.

Games will be played on a designated field at the Duff McDuff Green Memorial Park sporting complex. The pitcher and fielders must stay behind the pitcher's mound until the ball is kicked. The catcher or kicker is not allowed to cross home plate until the ball is contacted. The kicker may not attempt to kick the ball in front of home plate. If the kicker does contact the ball in front of home plate it will be considered a foul.

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## Team Size

10 players on the field at a time, no more than 50% of which should be men (if possible)

**PROTESTS: There are no protests for any reason whatsoever. The official's decision is final.**

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## Game Play

All batters will start with a one ball, one strike count. The "strike zone" extends to 1 foot on either side of home plate, and 1 foot high. Pitches must be rolled underhand towards home plate.

Pitches may not be bounced, only rolled towards the kicker! Pitches that bounce more than one foot above the ground will be considered an illegal pitch, and thus deemed a ball. All kicks must be made by foot and must occur at or behind home plate.

Pitches must be rolled at a REASONABLE pace. Officials will call "fast" when pitches are coming in too fast, and it will be an automatic ball. It is the official's discretion as to what will be considered too fast. The pitch speed rule is in place to ensure that games stay fun for everyone.

Bunting is NOT allowed. An intentional bunt in the opinion of the official is an automatic out. Player's must extend their leg fully otherwise and automatic out will be called.

If a male is walked "ON PURPOSE", and a female follows him in the batting order, the female has the choice to take a walk or bat. The official will enforce this rule upon request; however, they will not be responsible for notifying the batter in each walk situation. If the official deems that the male player was not walked on purpose, then the female player must bat.

A batter with two strikes is allowed one foul ball, on the second foul with two strikes, the batter is out.

**Game mercy rule: 10 runs up after five complete innings.**

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## Batting

Teams may bat in any order they want; however, we suggest using male-female order when/if possible. Teams may move players in and out of any fielding position as long as they remain in

the same spot in the batting order.

No player may re-enter the game once he/she has been removed from the batting order. Teams must take an out in the batter's spot once they have left the line-up before the end of the game.

All players in the field must be listed in the batting order. There are no designated hitters allowed. Any attempt at doing so must be brought to the attention of the official prior to game time and can only be deemed allowable by the opposing captain. Batting orders can be submitted to the opposing captain upon request.

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## Running the Bases and Fielding

No leadoffs or stealing, runners can leave the base once the ball is kicked by the batter. If a runner leaves early, the ball is dead, and the runner is declared out. If this is the 3rd out of the inning, the batter will be first up in the next inning.

Players are considered out by one of the following means:

- Striking out,
- A fly ball caught by the defense,
- A throw out at one of the lead bases,
- The runner being tagged by the ball,
- A foul out,
- A runner being struck by a thrown ball below the head while attempting to advance or return to a base. If a runner is struck in the head the player who threw the ball may be ejected from the game. After the second such incident that player is ejected from the tournament. Furthermore, if a runner is hit with the ball in the head, the play is immediately stopped. All Players on the base path will be awarded one additional base and the player who threw the ball can be ejected from the game.
- Players may be hit anywhere below the shoulders with a thrown ball and will be considered out.
- If the runner intentionally uses their head to block the ball, in the eyes of the official, will be deemed out.
- Base runner to defensive player contact will be closely watched by the official. Any excessive contact or collision will result in an "out" and/or ejection. This includes contact with the catcher. Sliding is not allowed. Any sliding into a base to break up a double play, or any intentional (in the eyes of the official) interference with the defensive player, the runner and the batter will be called out.
- A foul kick above the batter's head may be caught for an out.

All thrown balls are deemed out of play when:

- The ball is thrown over the field boundary.
- The ball is thrown beyond the field boundary.
- The ball is thrown beyond the imaginary line extending from the end of the backstop. This imaginary line applies to overthrows and caught fly foul balls.
- The strike mat AND home plate will all be considered part of home plate when it comes to scoring. Similar to the safety base at 1st, runners are encouraged to tag the orange with catchers tagging the white.
- If the ball is overthrown beyond 1st or 3rd base lines, this is NOT considered out of play and the runner may advance, BUT at his/her own risk. 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.  
**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.

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## Weather Info

The Kickball Tournament will be played Rain or Shine. We may postpone or delay only in the event of severely inclement weather.