

The Official Rulebook of Big League Kickball

Updated on June 19, 2016

1. Foreword

- 1.1 This code of rules governs the playing of kickball games in Big League Kickball divisions.
- 1.2 Any rule or situation not expressly defined here will default to Kickball365 Circuit rules. If not defined there, then defaults to the rules of Major League Baseball.
- 1.3 All calls will ultimately be made by the Game Head Referee. Their call is final.

2. Golden Rules

- 2.1. NO WHINING! – The first and foremost rule of the game is to have fun. If you are hoping to recapture your athletic glories from the past, this is not the league for you. Absolutely no whining will be tolerated during the course of a game.
- 2.2. NO ALCOHOL AT THE FIELDS! – The consumption of alcohol is PROHIBITED BY STATE LAW at all Big League Kickball playing fields. Anyone seen violating field policies will be immediately asked to leave the grounds. Continued violations by individuals or groups will result in permanent removal of the players from the league and/or team forfeits.

3. The Season

3.1. Season Length

- 3.1.1. Big League Kickball seasons are 8 weeks in length, weather permitting, including 1 or 2 weeks of playoffs.
- 3.1.2. In the event of multiple weather-related cancellations, the season may be condensed.

3.2. Game Length

- 3.2.1. A regular season game lasts 7 innings or 50 minutes, whichever comes first.
- 3.2.2. No new inning after the fourth inning can be started after 50 minutes past a game's scheduled start time.
- 3.2.3. If the score is tied at the end of 7 innings or after any inning completed after 50 minutes from the scheduled start of the game, the game is a tie.
- 3.2.4. A postseason game will continue until there is a winner, ultimately being decided by a Last Tiebreaker if necessary. [For more postseason rules, see Section 8]

3.3. Game Start Time

- 3.3.1. Games must start at the scheduled start time. No extra time will be given for games that do not start on time.
- 3.3.2. If a team does not have the minimum required players at game time, that team forfeits the game.

3.4. Game Cancellations

- 3.4.1. Games may be cancelled before or during scheduled games due to inclement weather if the fields are unplayable or closed. The rules for game cancellation are defined by the parks in which we play.
- 3.4.2. All games in progress called off for any reason with less than 4 completed innings will be rescheduled and replayed starting at 0-0, top of the 1st.
- 3.4.3. All games in progress called off for any reason with 4 or more completed innings will be considered final as of the end of the last complete full inning.

3.5. Determining Home/Away Teams

- 3.5.1. In the regular season, the Game Head Referee will determine Home/Away team with the Team Captains using Rock-Paper-Scissors (RPS).

3.6. Mercy Rule

- 3.6.1. If there is a 12-run difference at the end of the fourth inning or at the end of any full inning thereafter, the trailing team may choose to end the game.

4. Field and Equipment

4.1. Field

- 4.1.1. All Field setups will be made, reviewed and approved by the Field Manager prior to the start of play.
- 4.1.2. The field of play is equal to the dimensions of a standard softball field
- 4.1.3. The far edges of bases are 60' apart.
- 4.1.4. The far corners of diagonally opposite bases (1st & 3rd, 2nd & Home) are 84'10" apart.
- 4.1.5. The pitcher's plate is 42'5" from the back corner of home plate and equidistant from 1st and 3rd bases.

- 4.1.6. A safety base is placed one base-length outside first 1st base.
- 4.1.7. The boundaries of the kicking box are defined by four disc cones. The back two cones are placed 12' from the back corner of home plate, in alignment with the 1st and 3rd foul lines, and approximately 17' apart. The front two cones are placed in alignment with the front of home plate and the back two cones, approximately 17' apart.
- 4.1.8. Tall cones are placed behind the outside edges of 1st and 3rd base, and behind the back corner of 2nd base. Tall cones are also placed approximately 30' behind 1st and 3rd bases in alignment with 1st and 3rd base cones, and the back cones of the kicking box.
- 4.1.9. Lines may be highlighted with spray paint or chalk.
- 4.2. Provided Equipment**
- 4.2.1. Big League Kickball will provide an official 10-inch kickball, bases, and cones
- 4.2.2. Field measurement aids, a first aid kit, umpire clickers, BLK score sheets and pens will be provided to the Field Manager
- 4.2.3. BLK will provide team t-shirts to all players who signed up by the season's registration deadline.
- 4.3. Player Equipment**
- 4.3.1. Any equipment on the player (jersey, clothing, footwear, braces, costumes, etc) is an extension of the player.
- 4.3.2. Players should wear their official t-shirt during all games, but teams are encouraged to be creative with names and t-shirts. Shirts should arrive on week 2 of each season unless there is an unforeseen problem. Shirt sizes and ink colors are not guaranteed based on availability.
- 4.3.3. Athletic shoes are required.
- 4.3.4. Metal cleats are not allowed.
- 4.3.5. Athletic gloves are not allowed.
- 4.3.6. Should a player be found in violation of the Player Equipment rules, that player will be warned by the Game Head Referee to remove the disallowed equipment. Failure to comply will subject the player to ejection from the game, and possible suspension or expulsion from league as determined by League Officials.

5. Teams and Players

5.1. Eligibility

- 5.1.1. Players, Rosters, Lineups, and Teams must meet Eligibility Requirements at all times.
- 5.1.2. All players must be 18 years of age or older.
- 5.1.3. All players must be registered.
- 5.1.4. Any team using a player who is not registered will automatically forfeit that game, and that team may lose the right to play in a postseason games. Please do not put BLK in a compromising position where a game has to be forfeited due to an illegal player.
- 5.1.5. Players may only play on a team on which they are registered.
- 5.1.6. If any Eligibility infraction is claimed during the game, the team accused of the infraction bears the burden of proof and must provide a photo ID to the field manager. If any Eligibility infraction is claimed after a game, the infraction must be reported to the Field Manager before the end of the next scheduled game or 1 week after the game, whichever comes first. The burden of proof rests with the team claiming the infraction.

5.2. Rosters

- 5.2.1. Each team roster must have a minimum of 15 players. There is no maximum number of players.
- 5.2.2. Teams with fewer than 15 players (including at least 4 of each gender) will be given Free Agents to complete their roster. BLK reserves the right to add players to teams to make sure that all teams have a balance in numbers.
- 5.2.3. If a team cannot field at least 8 players, the game is forfeited unless captains agree to play.
- 5.2.4. Players may not be added to a team roster after week 4 of a season unless authorized by the League President, Maurice Reep.

5.3. Offense

- 5.3.1. Team Captains must exchange lineups with each other and the Game Head Referee before the start of the game.
- 5.3.2. Every player present who is prepared to play is required to be in the kicking line up.
- 5.3.3. The kicking lineup may contain more than the 11 fielders.

5.4. Defense

- 5.4.1. A team may not play more than 11 players or more than 7 male players at a time in the field.
- 5.4.2. Each team is required to have at least 4 female players in the field in each inning. If a team doesn't have 4 female players, the opposing captain has the option to allow the team to play with an out at the end of the lineup for each female they are missing, or play as is, or take a forfeit.

5.5. Substitutions

- 5.5.1. Pinch runners are only allowed in cases of injury or illness to a baserunner.
- 5.5.2. The pinch runner must be the player of the same gender who most recently made an out.
- 5.5.3. An injured or ill player who is removed for a pinch runner may not return to the game.

5.6. Ejection

- 5.6.1. Any player who is ejected from the game will become an automatic out in the lineup.
- 5.6.2. Ejected players may not return to the game, and may be asked to leave the premises. Noncompliance may result in a team forfeit/suspension.

5.7. Sportsmanship

- 5.7.1. BLK prides itself in promoting a league based on sportsmanship and integrity. If teams cannot abide by the rules set forth by BLK, those teams should not participate in our league.
- 5.7.2. Players should have no intentional or unwelcome physical contact with opposing players. Doing so will be considered unsportsmanlike conduct and it will be at the discretion of the referee to issue warnings or eject offending players. A player must make the referee aware if he or she feels any contact was unwarranted.
- 5.7.3. Trash talking is permitted as long as it is not abusive, cruel, racially motivated, hateful, or a personal attack on another player. Any trash talking must be good natured and is not allowed to get out of hand.
- 5.7.4. Threats of physical violence are in no way allowed, and will result in disciplinary measures as determined by League Officials.

5.8. Further Disciplinary Measures

- 5.8.1. BLK reserves the right to suspend any player at any time for any length of time for any unsportsmanlike conduct, violation of any rules, failure to pay appropriate dues, or for being a general pain in the ass, without any refund whatsoever.
- 5.8.2. Any team wishing to suspend a team member for just reasons may do so, but must provide BLK a written reason as to why. No refunds.
- 5.8.3. At the discretion of Big League Sports, any suspended player may not be allowed to participate in any further Big League Sports events.

5.9. Captains

- 5.9.1. Each team should have one Captain and one Co-captain.
- 5.9.2. Captains must ensure that everyone on his or her team is eligible to play.
- 5.9.3. Captains must exchange lineups with opposing Captains and Game Head Referee before the game. Captains and Co-captains must be named on the lineups.
- 5.9.4. Only Captains and Co-captains may discuss a call with a referee, and must always remain cool, calm and collected in doing so. All Captains and Co-captains are expected to read and understand the BLK rules, and must ensure all their players understand the rules as well.
- 5.9.4. Captains must be aware of all field policies, and make sure that these policies are being enforced. Failure of players to abide by this rule could result in loss of the field for the division.
- 5.9.5. Captains are ultimately responsible for making sure their team provides referees. Failure to provide referees will result in severe penalties for your team, including forfeits in the standings. Please provide players that are knowledgeable with BLK rules.
- 5.9.6. Captains are responsible for the conduct of their players and team as a whole at all times while on the grounds. Any harassment of other players, BLK representatives, or referees must be dealt with immediately.
- 5.9.7. Captains must stay in contact with their BLK Field Manager and must communicate any scheduling changes to their team.
- 5.9.8. Captains should notify the league of a forfeit if it is known in advance.
- 5.9.9. Failure to comply with these rules may result in any of the following actions at the discretion of BLK: removal from the captain's position, forfeits in the standings or automatic game forfeits, game suspensions.
- 5.9.10. Any team that forfeits three or more games may be removed from the remaining schedule and may not be allowed to participate in any postseason games. No refunds will be given and a team dropped by the league may, at BLK's discretion, not be allowed to rejoin the next season.

5.10. Team Names

- 5.10.1. Teams in the same division are not allowed to have the same name
- 5.10.2. Team names may not be sexually explicit, and may not contain references to political agendas, issues, candidates, elected officials, religions, or drugs.
- 5.10.3. Big League Kickball may decide against team names for any reason, and retains the ultimate right to reject or accept any and all team names.
- 5.10.4. Changes to team names can only be made prior to the season start unless there is a very unusual circumstance requiring a change afterwards.

6. Officials

6.1. Assigned Referees

- 6.1.1. Teams will be assigned games to provide 1 or 2 players to officiate a game immediately before or after their own game.
- 6.1.2. The Game Head Referee (home plate referee) issues all final rulings. The referee has jurisdiction over the play and may penalize any player, up to and including game ejection, for unsportsmanlike conduct.
- 6.1.3. Only a team Captain or Co-captain may dispute a call with the referee.

6.2. Referee positioning

- 6.2.1. Game Head Referees should referee home plate.
- 6.2.2. Other referees should referee first base.
- 6.2.3. Additional referees will be placed by the Field Manager.

6.3. Encroachment

- 6.3.1. Referees calling encroachment should raise their arm upon infraction, and call encroachment at the end of the play. The kicking team may choose between the result of the play or a ball in the count.
- 6.3.2. It is at the Game Head Referee's discretion to issue a warning the first time encroachment is committed, but no warning is required.

6.4. Warnings and Ejections

- 6.4.1. A player may receive a warning for committing any of the following towards another player, referee, or person in attendance: taunting; physical/verbal abuse; excessively delaying play; entering the field of play without the Game Head Referee's permission; deliberately leaving the field to delay the Game; stalling; colluding; inappropriately discussing of calls with the referees; repeatedly failing to comply with instructions of referees or league officials concerning Rules and Game Play; engaging in any activity otherwise prohibited by the facility rules, or local/state/federal law; and/or engaging in other unsportsmanlike behavior, as determined by the Game Head Referee.
- 6.4.2. A player in repeated violation after a warning is subject to ejection, though no warning is required.

7. Game Play

7.1. Outs

- 7.1.1. Any count of three (3) Strikes is an out.
- 7.1.2. Any count of three (3) Fouls is an out.
- 7.1.3. Any pitched ball contacting the Kicker (whether kicked or not) and caught in the air by a defensive player prior to touching the ground is an out.
- 7.1.4. Any baserunner who is contacted by a kicked ball while not safely touching a base is out, unless contacted on the fly in foul territory (foul ball). If an out is recorded in this fashion, the play is dead, the kicker is awarded first base, and all remaining baserunners return to their original base if unoccupied.
- 7.1.5. Any baserunner who is contacted by a fielded ball (throw or tag) while not safely touching a base is out, unless contacted while overrunning first base from the kicking box.
- 7.1.6. If any fielded ball makes first contact with the baserunner on any part of the head or neck while the baserunner is not diving, sliding, ducking, or otherwise evading the ball, the baserunner is awarded the base to which he or she was running, but the rest of the play is live.
- 7.1.7. Any time a fielder has control of the ball and touches a base to which a baserunner is forced to advance prior to the baserunner reaching the base, that baserunner is out. A tie goes to the runner.
- 7.1.8. Any baserunner intentionally running more than four feet outside the baseline, while intending to avoid a tag or throw, is out.
- 7.1.9. Any baserunner interfering with a fielder making an active play on the ball is out. Such interference includes, but is not limited to: intentionally striking a ball in play; deliberately or recklessly contacting the

fielder; intentionally screening the ball from a fielder's view; and/or a base coach interfering with the active play.

- 7.1.10. Any baserunner not touching a base when a pitch is contacted by the kicker is out. If this is the third out of an inning, the kicker's at-kick ends.
- 7.1.11. Any baserunner who passes or makes contact with a baserunner ahead of them is out.
- 7.1.12. Any baserunner who is physically assisted by any team member is out.
- 7.1.13. Any attempt by the kicker or baserunner to intentionally make contact with a kicked ball, fair or foul, during an active play is out.
- 7.1.14. If a player cannot kick at the player's designated spot in the kicking order, except for injury, the "at-kick" is an out.

7.2. Pitching

- 7.2.1. Pitches must be made by hand. There is no restriction on pitching release style.
- 7.2.2. The pitcher must stay behind the pitching strip until the ball is kicked.
- 7.2.3. The pitcher must release the pitch with his or her plant foot no more than one foot on either side of or behind the pitching strip.
- 7.2.4. The pitcher may gain momentum with a running start of no more than 6'
- 7.2.5. Once the pitcher has control of the ball within 5 feet of the pitching strip, all baserunners must stop at the base they are advancing towards unless the pitcher, subsequent to receiving the ball, attempts to make a play on a baserunner.

7.3. Strikes

- 7.3.1. Three strikes is an out
- 7.3.2. The pitch must bounce at least 3 times (2 times only if both team captains agree) before crossing the front of home plate to be considered a strike.
- 7.3.3. The pitch must cross home plate no more than 12" to the left, to the right, or above any part of home plate to be considered a strike. Therefore, the strikezone is 41" wide, and 12" tall.
- 7.3.4. Any attempted kick that does not make contact with the kickball is a strike. It is a judgment call of the referees whether the Kicker's movements constitute an attempted kick.

7.4. Balls

- 7.4.1. Four balls is a walk. Intentional walks are illegal and will count as a HOME RUN.
- 7.4.2. If a pitch crosses the front of home plate outside the strike zone, it is a ball.
- 7.4.3. If the catcher physically interferes with or impedes the progress of the kicker before the ball is kicked, it is a ball.
- 7.4.4. If the bounce on which the pitch crosses the front of home plate exceeds 12" in height at any point the of the bounce, that pitch is a ball.
- 7.4.5. If encroachment is called on the defense, the kicking team may choose to take a ball instead of the result of the play.

7.5. Fouls

- 7.5.1. Three fouls is an out.
- 7.5.2. Any kick not contacted within the kicking box is foul.
- 7.5.3. A kick landing out of bounds is foul. The foul is determined by where the ball lands not how it travels to get there. Once a kicked ball touches foul territory it is foul, it cannot be foul and roll back into fair territory. It is still a foul ball.
- 7.5.4. A kick landing in-bounds, but traveling out of bounds on its own before reaching 1st or 3rd base is foul. Any ball touched by an in-bounds fielder is automatically in play.
- 7.5.5. Any kick where the kicker's plant foot is partially or entirely in front of home plate is a foul, or if caught on the fly, an out.
- 7.5.6. A kicker contacting the ball twice while on or behind home plate is foul, but if caught on the fly, it is an out.
- 7.5.7. Any kicked ball that hits a tree or other outside object is a foul ball and not eligible to be caught for an out.
- 7.5.8. Any contact with the ball above the waist is a foul, unless caught on a fly for an out.
- 7.5.9. Any kicked foul ball is live until it touches the ground.
- 7.5.10. If the kicker picks up a pitch with the hands (for example, to return the pitch to the pitcher), the pitch is a foul.
- 7.5.11. Baserunners may tag up on a caught foul ball at their own risk.

7.6. Catching Position

- 7.6.1. The catcher must remain behind the kicker, within or directly behind the kicking box, and may not cross home plate nor be positioned forward of or next to the kicker before the ball is kicked.
- 7.6.2. The catcher may not make contact with the kicker, or stand so closely to the kicker as to restrict the kicking motion.
- 7.6.3. Catcher must enter the field of play through the back of the kicking box and leave through the front of the kicking box on any kicked ball in fair play. Failure to abide by these catcher rules is encroachment and results in a ball or the result of the play (kicking team's choice).

7.7. Fielding Positions

- 7.7.1. All infielders must stay behind the imaginary line stretching from 1st to 3rd base until the ball is kicked. Failure to do so is encroachment and results in a ball or the result of the play (kicking team's choice).
- 7.7.2. There is no infield fly rule.
- 7.7.3. Teams may only use one pitcher and one catcher at a time.

7.8. Kicking

- 7.8.1. All legal kicks must be made below the waist and must occur with the kicker's plant foot entirely within the kicking box or on home plate. Any lower leg contact while attempting to kick the ball will be considered a kick regardless of where it strikes the leg or foot as long as it's below the waist.
- 7.8.2. Bunting is allowed. A bunt is defined as a kick that does not travel further than first or third base. A bunt must remain within bounds until it crosses past first or third base.
- 7.8.3. Any fair kicked ball that travels outside of a reasonable area of play will result in a ground rule double. This doesn't pertain to the unlikely event of a home run kick over the outfielders; rather it pertains to fair balls that then bounce over a fence or roll into adjacent parking lots or wooded areas.
- 7.8.4. Teams must kick in the order submitted to the opposing captain and Game Head Referee before the game.

7.9. Baserunning

- 7.9.1. Neither leading nor stealing is allowed. A runner may only move off his/her base after the ball has been kicked.
- 7.9.2. Baserunners may not run more than 4' out of the baselines to avoid a tag or throw.
- 7.9.3. Big League Kickball is not a contact sport. Baserunners have the right of way in the baselines. Fielders must stay out of the baselines unless they are either trying to catch a fly ball or they have control of a ball and are attempting to tag a runner out. Fielders trying to make a force out on a base may have their foot on base, but must lean out of the baseline. Runners unfairly hindered by any fielder within the base line shall be safe at the base to which they were running.
- 7.9.4. Baserunners cannot pass or make contact with other baserunners. If two baserunners make contact or pass each other, the trailing baserunner is out.
- 7.9.5. If a kicked ball is caught on the fly, runners must tag their originating base (on or after the moment the ball is first touched by a fielder) before advancing to the next base.

7.10. The Safety Base

- 7.10.1. The Kicker/Runner running to 1st base must run to the outside base, the safety base if there is a play being made at 1st base.
- 7.10.2. The only instance where a kicker may run to the inside base is to avoid a collision with a fielder, otherwise, as far as the kicker is concerned, 1st base does not exist.
- 7.10.3. As far as the fielders are concerned, the safety base does not exist. Fielders may only make plays on first base, NOT the safety base, no exceptions.

7.11. Overthrows

- 7.11.1. An overthrow is any attempt towards a baserunner or base that deflects or flies into foul territory. It is not possible for a ball in fair territory to be considered an overthrow, regardless of how far it may be from a fielder.
- 7.11.2. Only one base on an overthrow is allowed to the baserunner.
- 7.11.3. If a kicked or thrown ball hits a player and goes into foul territory, it is not an overthrow, and the play is live.
- 7.11.4. The one base is not automatic and the baserunner must take the risk of being made out.
- 7.11.5. The one base is only available before the play ends.
- 7.11.6. If the defense attempts to make a play on any baserunner while advancing after an overthrow, all baserunners may attempt to advance as many bases as they choose (unless, of course, another overthrow occurs in the process). It is the Game Head Referee's discretion as to what constitutes the defense making a play on a baserunner.

8. Postseason Play

8.1. Determining Postseason Brackets and Seeding

- 8.1.1. Postseason seeding will be determined by a team's rank in the League Standings.
- 8.1.2. The tiebreakers in the League Standings are, in order: Points ((2*Wins) + Ties - Forfeits), Head to Head performance among all tied teams, Runs Against, Runs Scored, Coin Flip)
- 8.1.3. Postseason brackets may be divided into different levels of competition.

8.2. Postseason Extra Innings

- 8.2.1. Postseason games tied after 7 innings may play as many innings as possible within 50 minutes. No inning may start after 50 minutes from the scheduled start time. If a team is leading after the end of any extra inning, the game is over.

8.3. Last Tiebreaker

- 8.3.1. All postseason games tied at the end of the last inning will be sent to a Last Tiebreaker.
- 8.3.2. The Last Tiebreaker for postseason games is Accuracy Kick. In Accuracy Kick, a ball is placed on home plate and a member of each team will have one chance to kick the ball as close to second base as possible.
- 8.3.3. Whichever team's ball stops closer to second base at the end of THEIR KICK will be declared the winner.

8.4. Postseason Mercy Rule

- 8.4.1. If there is a 12-run difference at the end of the fourth inning or at the end of any full inning thereafter, the leading team may choose to end the game.

8.5. Postseason Home/Away

- 8.5.1. In the postseason, the team with the better starting seed may choose Home/Away

8.6. Postseason referees

- 8.6.1. Additional referees may be assigned in the postseason.

Updated on 4/1/15 – Rule 7.3.2