

# **CMSA Kickball Rules (Updated August 28, 2021)**

## **Rules**

Rules for the season will be voted on at the beginning of the year's coaches' meeting. A majority of the coaches must agree to the rules to take effect. The commissioner may use their discretion to clarify/correct problems with the rules during the season. Proposed changes in subsequent years must be voted on at the beginning of the season's managers meeting.

## **Officials**

All games are officiated by one referee. The referee governs all game play and issues all final rulings. Referees have jurisdiction over play and may:

1. Call time out.
2. Penalize a player, including game ejection, for unsportsmanlike conduct. Ejected participants may not return to play that day and must leave the park.

## **Participants**

Must be active members of Chicago Metropolitan Sports Association in good standing and registered for kickball before they take the field. Consequences for teams with non-registered players taking the field will include:

- 2 week suspension for the player
- 2 week suspension for the coach (even if the coach is not present)
- Forfeit for all games the player played

Violation of this rule (non-registered players playing) could result in loss of fields from the park district for all CMSA sports!

## **Teams**

Each team must register at least 12 players on the roster, though we recommend 15 – 20 so you can field a full team each week in case of player vacations or illness. It is recommended that each team has their own first aid kit including instant ice packs. Free agents will be evenly distributed among the registered teams as registration closes.

1. You must field a minimum of 8 players. When playing 11 players, teams must play 5 in the outfield and the remaining 6 on the infield (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, shortstop, pitcher and catcher). All players playing the field must be in the kicking order.
2. Any players that are not playing in the field can still be in the kicking order and must remain so during the course of the whole game. Note: Each team may have an unlimited number of kickers in the kicking order.

3. An official line up must be given to the opposing team captain prior to the game.
4. Teams that start with less than 11 players on their official line up can add any current CMSA kickball player up to the 11th spot at any point in the regular season games without penalty (the other team must be informed before the players enter the game). Teams will be required to have a minimum of 6 people from their original team to not count as a forfeit. Additional players arriving after the game time has started can not be added to the line up. Additional players from the original team arriving after the game time has started can substitute in for the players not from the original team. Teams are not able to pick up players for the playoffs.
5. Each team will have a designated captain for each game. The captain will be responsible for the team during play. Team captain must ensure that all team players participating during the game are listed on the score sheet prior to the start of the game. Only team captains can dispute calls to the referees. During play, the team captain may request one time out from the referee, which may be granted at the referee's discretion.
6. Both teams will record the runs, outs, etc. for the game. Home team will be decided by the schedule on LeagueApps. The visiting team should make sure they have the same score as the home team. If there is a discrepancy, it should be corrected as soon as it is noted. Final scores will not be changed after the game has concluded.
7. Team rosters are due by the first week of kickball. Players can only be listed on one roster.
8. If the league requires a team fee then it is due before the 1st week of play. Player fees must be paid before the player's first week of play. Players not in good standing would receive the consequences under the participants section of the kickball rules.

## **Game Play**

1. Regulation games last 7 full innings or 30 minutes, whichever comes first (meaning no inning will start after 30 minutes have elapsed). If a game is tied after 7 full innings both teams will continue if time permits (see rules 5 & 6 in this section). If the park district permit and schedule allows, games can go up to 40 minutes long with no new inning after 35 minutes, up to 35 minutes long with no new inning after 30 minutes, or 30 minutes with no new inning after 25 minutes.
2. If both teams scheduled to play each other forfeit the game (double forfeit); the game will be marked 0-0. Neither team will get a win or a tie. It will count as a loss for both teams. This will have to be manually edited in the standings at the end of the season.
3. There will be a 10-run rule in effect per team per inning. When a team scores 10 runs in an inning, even if the team has less than 3 outs, the team will switch with the opposing team. The 10-run rule per inning counts for EVERY inning, including the last inning. If the home team needs to score more than 10 runs to win the game in the last inning and time has not been called, the game will end when time runs out. If the home team needs to score more than 10 runs and time has been called, the game will end.
4. Game time is forfeit time. Any team unable to field 8 current CMSA kickball players at game time forfeits the game.
5. In case of a tie after 7 innings *and* time remains, the following rule will apply: Each half-inning begins by placing a runner on second base. That runner is in the kicking order that

precedes the leadoff batter in that inning. Each kicker will come to the plate with a full count (3 balls, 2 strikes). Then the game proceeds a full inning or until a winner is determined in that inning. This rule will also apply for the playoffs when time has been called and both teams have a tie.

6. In case of a tie after 7 innings or if time runs out, then the regular season game will be recorded as a tie.

7. If a player is injured during the game, they may be taken out of the game without penalty to the team for the remainder of the game. The player may not come back into play for the remainder of the night. If the team goes below 11 people, they may pick up any current CMSA kickball player to help them. If the team goes below 8 people then it is a forfeit.

8. In the event that a game is cut short due to weather or field emergencies, the game will only be recorded in the season's standings if 4 full innings or more have been completed.

## **Ball in Play**

1. The ball must be in the infield and held by a player in order to call time out.

2. If a runner touches or hits the ball (and is not on a base) the runner is out.

3. Defensive players are allowed to kick or throw the ball towards another team player in the field.

4. There is NO infield fly rule; however, if the umpire determines the infielder dropped the ball intentionally, the umpire may just call ONE out. The kicker shall be the one out and runners can safely return to their original bases.

5. If the ball goes foul, and is caught by a player before touching the ground, the kicker is out.

6. Each team receives one time out.

7. If the ball is kicked out of the playing area from the batter's box, it is considered a strike. If the ball is thrown out of the playing area by a fielder, a runner will receive one base plus the base they were going to. Please note: runners go toward the next base only. Also, if a runner is at first and does not make an attempt to go towards second, then that runner only receives the one extra base.

8. When the pitcher is pitching, players may not be past the line between third to first. This mainly applies to the first and third basemen. Pitcher can advance past the pitching mound and between the line between third to first after the ball is pitched. Fielders will get a warning for first offense and the kicker will be awarded a base for the second offense.

## **Pitching**

1. Each kicker starts off with a 1-1 count.

2. The strike zone extends to 16 inches on either side of home plate and 1 foot high.

3. If the bottom of the ball is 10 inches or higher as it crosses the plate it will be considered a ball.

4. If the ball falls short of the plate and does not cross over it, the pitch will be called a ball.

5. The pitcher must stay behind the mound prior to releasing the ball as a pitch.

6. Pitchers can not do overhand pitches. Overhand throws will be called a ball.

7. A pitched ball needs to bounce at least twice or roll across the ground for it to be considered a strike. Any pitch that does not meet the ground at least twice prior to crossing home plate will be considered a ball.

## **Kicking**

1. The order of kicking shall remain consistent with the kicking order submitted at the beginning of the game. If the kicker is out of order, an out shall be charged for that kicker who should have kicked and the next correct kicker will step up to the plate.
2. All kicks should be made below the kneecap of the kicker.
3. All kicks must occur at or behind home plate. (A strike is called if the player kicks in front of the plate and if a fielder catches the kicked ball in the air, the kicker is out. If the kicked ball is dropped or hits the ground, the kicker is charged a strike. Runners cannot advance on this play.)

## **Base Running**

1. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on the base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running, unless the fielder is going for the ball. Runners should and can run through the orange safety bag at first. The runner can not be tagged out after running through first unless they make an attempt towards second.
2. Once the umpire calls time out on a play, the play is dead and you must stay on your current base.
3. Neither leading off nor stealing a base is allowed. A runner off their base when the ball is kicked will be called out.
4. Sliding is allowed. You will be called out if you intentionally run into a fielder.
5. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.
6. Hitting a runner with the ball above the shoulder level is not allowed. Any runner hit above the shoulders as they are running will be safe. If a runner intentionally used their head to block the ball, the runner is out.
  - a. This rule only applies when the player is running straight up. If the player slides or ducks intentionally, the throw was obviously not directed at the head and the player is considered out if touched by the ball [even if hit in the head].
7. After a kicked ball is caught, runners must tag their originating base before running to the next base.

## **Strikes and Balls**

1. Each kicker starts with a 1 strike – 1 ball count.
2. A count of 3 strikes is an out
3. A strike is a pitch within the strike zone, either not kicked or missed by the kicker.
4. A kick occurring in front of home plate and are caught on the fly by the fielding team are out. A kick occurring in front of home plate that is not caught by the fielding team is considered a strike. The kicker must contact the ball behind or at home plate.

5. A ball kicked on the ground that does NOT have the ability to pass the pitchers mound – approximately 45 feet - (without being touched) will be considered a strike. This does NOT apply to fly balls.
6. A count of 4 balls advances the kicker to first base.
7. A ball is a pitch outside the strike zone that is not missed or touched by the kicker.
8. A ball that falls short of the plate and does not cross over it is a ball.
9. A ball that is bouncing higher than 10 inches as it crosses the plate will be considered a ball.
10. The pitcher must be behind the mound when releasing the pitch or it will be considered a ball.
11. Any catcher advancing forward of home plate before the kicker kicks the ball shall constitute a ball (if the ball isn't touched or missed by the kicker).

## **Fouls**

A kick landing in bounds but traveling out of bounds on its own before reaching first or third base is a foul. Any ball touched by an in-bounds fielder while it is in bounds is automatically in play even if the ball is heading out of bounds.

## **Outs**

1. A count of 3 strikes is an out. Each team gets 3 outs an inning.
2. A runner touched by the ball while not on a base.
3. Any kicked ball (fair or foul) that is caught is an out (unless the ball is out of play).
4. A ball tag (force out) on a base to which a runner is forced to run is an out. The fielder must have control of the ball.
5. Any runner off the base before the ball is kicked is out.

## **Designated Runner**

A designated runner can be used. Each team is limited to one designated runner per inning. The designated runner can be any player on a team's kicking lineup.

Field dimensions:

Home to First – 60 feet

Home to Second – 85 feet

Home to Pitching 45 feet

## **After Season**

The following information will be sent to all players:

1. Once a year, a survey will be sent to all players regarding the season. This will help the commissioner address any issues that developed during the season so improvements could be made.

2. Once a year, an election for commissioner will take place. All participants will be given the opportunity to run for commissioner for the following CMSA calendar year in an election that will take place in the winter, within 45 days of the completion of the fall season. Fall and spring coaches and any current commissioners and/or asst. commissioners will be eligible to vote. The newly elected commissioner will shadow the current commissioner for the spring season and will take over for the following fall & spring seasons.