



Kickball Rules and Regulations of Play

PLAYING FIELD AND EQUIPMENT

THE PLAYING FIELD

- The kickball diamond is a square with equal sides of 60 feet or about 20 paces;
- The strike zone is based on the shape of home plate and is one (1) foot in height. The sides of the zone extend one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate.
- All participants must respect and obey all rules and regulations pertaining to the field used for play during all NIS games. Alcohol is prohibited on the field. Participants breaking field rules must be ejected from the game and will be considered for expulsion from the division.

EQUIPMENT

- Athletic shoes are required. Cleats are allowed on any field except Challenger Field.
- The official kickball is the red WAKA Logo Kickball.
- No athletic gloves (ex: football gloves) or any other clothing or accessory may be worn that could potentially provide an unfair advantage to a player during the game. Umpires have discretion and is non negotiable.

TEAMS AND PLAYERS

- All players must be at least 20 years of age to participate, adequately and currently health-insured, and registered with NIS, including full completion of the registration process.
- Teams consist of 10 players on the field, 4 being female, with other team members as substitutes. All players must be in uniform. No more than 6 men may be on the field at one time.
- Any fully registered player who has received a team shirt and does not wear it the day of the game can be asked for photo ID during check in.
- During playoffs if a fully registered player does not have their correct team shirt on the opposing captain may choose to not allow them to play. They can pay \$10 and play as a sub if they have played in 3 regular season games if the opposing team does not allow them to play because of it.
- There is no maximum number of players allowed on a team's roster.
- Captains will submit an official team roster to NIS prior to the first night of the session. Roster changes are allowed up until the end of the fifth week of play. After the third week, no new names may be added to a team's roster. Only players on the roster will be eligible to play.
- A team must field at least 6 of its own players to begin a game, with at least two being female.
- Substitute players must sign a waiver prior to playing and pay the \$10/daily fee the day of the game. Subs are eligible for the playoffs if they participate in at least 3 regular-season games. A maximum of 2 subs is allowed each week unless a team needs more to reach the minimum number of players (10).
- If a team is short players for a playoff game and no sub has qualified by playing in 3 regular season games, the captain may ask the opposing captain for approval of subs. This is up to the

opposing captains discretion. If he/she approves an email must be sent to NIS prior to arriving at the game.

- A team may bring a female sub during the playoffs to get to the minimum of 4 females without the other captains approval if the female is not currently fully registered in the league. If the female sub is from another team in the league then she must be approved by the other captain. This rule is in place so that no playoff team receives an automatic out during the playoffs.

OFFICIALS

REFEREES

- Games must be officiated by at least one NIS Head Referee. When available there will be at least two referees for each game: a Head Referee, and a First Base Referee. The Head Referee governs all game play and issues all final rulings.
- Referees have jurisdiction over play and may:
 - Call a time out; call off a game due to darkness, rain or other cause at the referee's discretion;
 - Penalize a player, including game ejection, for any reason. This includes but is not limited to unsportsman like conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.
- The Head Referee must ensure that the team captains exchange their written scorebook kicking orders.

PARTICIPANTS

PLAYER ELIGIBILITY

- All participants must meet the following requirements:
 - Must be 20 years of age or older by the date of the first game.
 - Must be adequately and currently health insured.
 - Must be properly registered with NIS, including full completion of the registration process.
- A player may only sign up for one team per division but may sign up for multiple divisions per season.

TEAMS

- Each division must have at least four (4) and no more than sixteen (16) teams.
- Each team:
 - Should have at least eight (4) female and eight (8) male players to avoid potential forfeits.
 - Must field at least six (6) and no more than ten (10) players; the 9th player must play the position of catcher.
 - Must field a minimum of four (4) players of each gender when fielding 10 players. If a team is fielding the minimum amount of players then it must have at least 2 females on the field.
 - If fielding only 3 girls you may only have a maximum of 9 players on the field. If fielding only 2 girls you may only have a maximum of 8 players on the field. If a team only has two girls playing the third girl spot in the lineup will be an automatic out. The 2nd girl in the lineup would bat twice in this situation. (i.e. 2nd and 4th)
 - Teams that don't meet the minimum roster requirements to start a game will receive the following penalty: 5 mins late – 1 run, 10 mins – 2 runs, 15 minutes forfeit and the game will be played for fun.
- Each team shall have one Captain who is responsible for the team. The Team Captains must ensure that:
 - All team members present kick in the written scorebook order but do not have to field.
 - Only the Captain may dispute calls with the Head Referee. A team Captain may raise protest

with the Referee but will accept the Head Referee's final ruling.

- Exchange of Kicking Order:
 - The team Captains or assigned team members will exchange their team written scorebook kicking orders prior to the start of the game. The batting order can alternate between a female and up to three males (MMMFMMMFMFFF). This can be adjusted as long as there are never four males kicking consecutively.
 - Any eligible player who appears at a game after that game has begun must be added to the end of the written scorebook kicking order or as close as possible to make the line up work.
 - If a team does not have enough females to meet the gender requirement a female may kick again to fill the spot needed. The team must notify the umpire of this prior to the start of the game. If there are 3 females present and a team needs a 4th in the lineup the 2nd female batter in the lineup will bat again.
 - Refusal to provide the written scorebook kicking order when requested by the opposing team or any referee will result in a forfeit of that game.
 - A claim of improper kicking order must be made to the Head Referee who will make the final determination. Such a claim must contain two parts: 1) the written scorebook kicking order was exchanged 2) the claim is made on the field no later than 15 minutes after completion of the game.

ROSTER REQUIREMENTS

- Captains will submit an official team roster to NIS prior to the first night of the session. Roster changes are allowed up until the end of the third week of play. After the third week, no new names may be added to a team's roster. Only players on the roster will be eligible to play.
- All teams must have a minimum of 11 fully registered players for the season.
- If a team is short the minimum number of fully registered players by the start of their game for week 1 they will automatically forfeit that game. They may still play but will receive a loss in the standings. This rule applies for week 2, 3, 4, and 5 as well.
- If a team is still short the minimum number of fully registered players at the end of their week 5 game (end of the regular season) the teams season will end and will be removed from the final 3 weeks of the league schedule.
- Captains will forfeit his/her free season/credit if this occurs.

GAME PLAY

REGULATION GAMES

- Regulation games last seven (9) full innings or 45 minutes.
 - No new inning will start 5 minutes before the next games start time (umpire discretion). There is a 7 run limit per team, per inning. Once 7 runs are scored that half inning is over, except in final inning.
 - In the event of a tie score at the end of the game, the game shall be marked as a tie.
 - If a team is winning after the top of the 7th inning and is set to kick in the bottom of the inning, the game ends and will be marked as a regulation game.
 - If a team is winning by 15 or more runs at the end of the 7th inning or 10 runs at the end of the 8th inning the game will end due to the mercy rule
- A game that is called off by the Referee after five (5) full innings (4.5 if home team is ahead) of play due to weather or daylight shall be considered a regulation game. Anything less will not be considered a regulation game and a new game may be rescheduled.
- Teams must have at least four (4) men and two (2) women present and ready to play at the scheduled game time. Teams will be granted a 5-minute grace period for that day's first scheduled game(s) and for any subsequent scheduled game(s). Failure to abide by this rule results in a forfeit.

- A team playing a non-registered person or a person not registered on that team will forfeit that game.
- Any game may be ended at the discretion of the losing team, if losing by 10 or more runs at the end of any inning. This will be marked as a regulation game.

PITCHING AND CATCHING

- The pitcher must begin or end pitching with at least one foot on the pitching strip when releasing the ball and stay behind the strip until the ball is kicked. At Challenger Field the pitcher must use the pitching stripe closest to second base.
- The catcher must field behind home plate before the ball is kicked.
- Balls must be pitched by hand. There are no restrictions on pitching style.
- Pitcher has control of the ball once they have it in their possession near the mound. At Challenger Field it's anywhere in the tan oval around the mound, any other field it's within five feet of the pitching stripe.

KICKING

- All kicks must be made by foot or leg, below the knee.
- All kicks must occur:
 - 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.
 - Any kick made in front of home plate will be deemed an illegal kick. If it is put in play in the air and caught it will be an out, anything else will be called a strike.
- Bunting is not allowed. Any kick that is considered a half-kick or not a full swing of the leg will be deemed a bunt.
- Any kick that hits a tree or bush and lands in fair play will be considered a dead ball. All landscaping that overhangs will be considered part of the playing field.

RUNNING AND SCORING

- Runners must stay within the base line. Sliding is NOT allowed on any field.
- Runners will run to the safety base at first after kicking each at bat.
- Fielders must stay out of the base line unless they are attempting to tag a runner out or catch a ball. Runners unfairly hindered by a fielder within the baseline shall be safe to the base to which they were running.
- No leading or stealing is allowed. A runner may advance once the ball is kicked. A runner off of his/her base when the ball is kicked will be out.
- Hitting a runner above the shoulder is not allowed. Any runner hit above the shoulders is safe and advances to the base they were running toward when the ball hits the runner.
- Runners must tag up on a pop-up. A runner failing to tag-up as required is out.
- Base Running on Overthrows;
 - No more than one base on an overthrow.
 - Running past another runner is not allowed. The passing runner is out.
- Runners crossing home plate before a non-forced third out counts.
- Ghost Runners are not allowed.
- Once the pitcher has possession of the ball near the mound the runner must stop running. If he/she is less than half way to the next base he/she must return to the base from which they came. If the runner is past halfway he/she may continue on to the base to which they were running.

INTERFERENCE

- If a fielder interferes with a runner, the runner will be safe at the base they were running to. Interference is physical contact or blocking the base path that would hinder the runner getting to the base.

INFIELD FLY RULE

- On an infield fly (any fly ball within the infield with significant arc and deemed an “easy catch”) with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out and runners can advance, BUT at their own risk.

STRIKES

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

- A strike is:
 - a pitch that is not kicked and is not called a ball, that enters any part of the strike zone
 - an attempted kick missed by the kicker inside or outside of the strike zone
 - kicking the ball in front of home plate (illegal kick)
- Foul balls count as strike 1 or 2, and you can foul out

BALLS

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

- A ball is:
 - A pitch outside of the strike zone as judged by the Referee where a kick is not attempted.
 - A pitched ball that does not touch the ground at least three times or roll before reaching the kicking box.
 - A pitched ball that is higher than knee height at the plate or immediately prior to home plate.
- **NO INTENTIONAL WALKS**

FAIRS AND FOULS

- A count of four (4) fouls is an out. Foul balls count as strike 1 or 2, and you can foul out.
- A foul ball is:
 - A kicked ball landing or touched in foul territory.
 - A kicked ball landing in fair territory but touching foul territory before reaching first or third base.
 - A kicked ball touched more than once or stopped in the kicking box by the kicker.
 - A kicked ball kicked outside of the kicking box.
- A fair ball is:
 - A kicked ball landing and remaining in fair territory.
 - A kicked ball landing in fair territory, then traveling into foul territory beyond the 1st or 3rd baseline.

OUTS

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

- An out is:
 - A count of three (3) strikes or four (4) fouls.
 - A player hit by an opponent with the ball while running below the shoulders
 - A ball tag on a base to which a runner is forced to run.

- A runner touched by the ball or one who touches the ball at any time while not on base.
- A ball tag of a runner on base, when the runner does not tag-up as required when a ball is caught.
- Kicking out of order.
- A runner that passes another runner.
- An illegal kick caught in the air before it hits the ground.

BALL IN PLAY

- 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.
- Interference is:
 - When any non-fielder or non-permanent object - except a referee - 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.
 - During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.
- Outfielders may only enter the infield after a ball is kicked. At Challenger Field this includes the tan infield.

INTENTIONAL DROPS

- If a player intentionally drops a ball in order to get a runner out or kicker out, all runners will be called safe and return to the base they were on. The kicker will be deemed out.
- Whether or not it was intentional is the call of the umpire and is non negotiable.

INJURY AND SUBSTITUTIONS

- In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same gender. If the participant later returns to play, the participant must be inserted in the same kicking order position previously held.
- If a player is ejected, injured, or becomes ill and cannot continue, the kicking order will continue in the same formation, less the removed player. Injured players who do not kick shall not play in the game.
- Only runners who are injured while traveling to a base - and who successfully make it to a base - may be substituted. All runner substitutions must be of the same gender.
- Substitute players must sign a waiver prior to playing and pay the \$10/nightly fee the night of the game.
- Subs must play at least 3 regular season games to qualify for the playoffs.
- Subs may not be from a team playing in the same league and season as the team needing the sub unless approved by the opposing captain.

PLAYOFFS

- All roster players are allowed to participate in the playoffs.
- Photo ID, Facebook Page, or Email from NIS sent to the player will be required for check in during the playoffs.
- All teams will make the playoffs in a 4, 5, 6, and 8-team league. In a 7-team league the top 3 teams will make the playoffs. The number of teams who make the playoffs in leagues with a total number of teams above 8 will vary.

- Final standings and team position for playoffs will be determined in this order: Win/Loss Record, Score Differential, Head to Head (if applies), Points/Runs Allowed, Points/Runs Scored.
- Substitutes in the playoffs are only allowed to get a team to the minimum number of players, 11. Subs are not allowed to play if it brings the number of players above 11 whether they have played 3 games or not. Fully registered players present for the game are required to play before a substitute. Substitutes may participate in the playoffs if they have participated in at least 3 regular season games without other captain approval. Subs will have to pay the weekly fee to participate in the playoffs as well.
- A team may bring a female sub during the playoffs to get to the minimum of 4 females without the other captains approval if the female is not currently fully registered in the league. If the female sub is from another team in the league then she must be approved by the other captain. This rule is in place so that no playoff team receives an automatic out during the playoffs.

FORFEITING

Forfeit is strongly discouraged. Your teammates and opponents count on you to have a full team and competitive game. Each team must have at least 5 players, including 1 female to start a game.

FORFEITING IN ADVANCE:

- If a team knows in advance that it is going to forfeit and not show up, a team member must contact NIS by 12:00 pm the day before the game. If NIS is notified on time, the team will be given losses for all scheduled matches but no further penalty.
- If a voicemail message is left or an e-mail sent, it is not considered notification unless a reply to the team is received. Failure to do so will result in forfeiting all matches, and the team will be ineligible for league playoffs and/or removed from the remainder of the schedule.
- Any team that does not notify NIS in advance of their scheduled game or at all will need to provide one full-rate individual deposit for the next season/sport they register for.

FORFEITING AT GAME TIME/AFTER 12:00 PM:

- Any team that forfeits after 12:00 pm the day before the game will be assessed a \$50. fee that will be given directly to their opponent. This money will go directly to the team which did not receive notice that they would not have an opponent that given night. All participants are expected to be able to make arrangements for subs or to notify NIS prior to 12:00 pm about their plans to participate in that week's games.
- Captains will forfeit his/her free season/credit if this occurs.
- If a team shows up short players, the remaining members who are present should mix with the opponent and play a scrimmage.
- If a team doesn't show up at all, has no members present, and doesn't notify NIS by game time they will be removed from the schedule for the following weeks game.

REFUNDS

Refunds are not provided once the season begins or day the season is scheduled to start. If you need a refund because you are unable to play prior to the season we are very happy to reimburse you for your registration as follows:

- Up to 2 Weeks Prior to League Start: FULL REFUND (minus \$10 processing fee)
- Up to 1 Week Prior to League Start: REGISTRATION MINUS \$20
- Less than a week until League Start through the Season: Refunds Not Available. Credit available for a future season if no longer to play due to injury.

Sportsmanship and FUN!!

Above all, this league is for FUN and the enjoyment of all those involved. NIS and its officials will eject/expel players for inappropriate behavior. In addition, NIS will remove any players and/or teams who cannot adhere to its policies and standards without refund.