

Game Play Rules \& Regulations
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REVISED FOR KANSAS CITY 01/05/10
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## Players:

1.Each player must be 18 years of age to play in BigBalls. Players over 21 years of age may consume adult beverages only in moderation.
2. Each player must sign and agree to the waiver form when registering.
3.Each player must be registered prior to the first game in order to receive an official BigBalls named shirt. You are allowed to register individual players to a team up to the determined deadline to receive a named shirt.
4.Each player is responsible for his/her own actions and may incur disciplinary actions as a result of unsportsmanlike conduct included but not limited to warnings, suspensions, fines, or behavioral modification plans, or permanently expel players or entire teams from the league. The offenders(s) have the right to appeal in-person to the league Commissioner, along with the team Captain, within 48 hours of the offense.

## Teams:

1.Each team must register at least 14 players on the roster to be eligible to play. Although it is recommended that teams hold of a roster of 20, exceptions can be made to the 14 player requirement by the Commissioner only.
2.All players must wear their current season league issued shirts as your proof of payment. If you fail to wear your team shirt you can be fined $\$ 5.00$ each day to cover the verification of paid registration- this at the Official's discretion. You can avoid this fine by bringing with you, to the field, your registration confirmation email printed out and a valid state issued id. The official will verify this. Repeated violations can result in probation and suspension.
3.If you would like your team to have someone play for a single day of play, that person can play for $\$ 10.00$ and must be paid to the official before your first game. Guest Players are not permitted for playoff games. Exceptions can be made at the discretion of the Official.
4.Each team must field a minimum of 8 rostered players in order to play the game; otherwise it is considered a forfeit. A team can pick up other substitutes as long as they already have 8 rostered players and they are registered BigBalls players from other teams OR they have paid $\$ 10.00$ per player per day as mentioned in item \#3. If a team picks up another player for a game and one of their rostered players shows up, the rostered player must be played.
5.Male/Female Participation: To increase participation, a team may only field 10 defensive players when two players are females. The position of catcher does not count. Defensive players 9 and 10 must be female. If a team shows up with only male players, that team must play with only 8 players in the field including the catcher. There will be no exceptions
6. Substitutions can be made from other players that play on the same day only, Kickball Warriors, and Guest Players.
7.Roster Audit: Teams are subject to roster Audits at any time. Playing with Ineligible players can result in game forfeit. Rosters are available at the League Tent.

## Captains:

1.Each team will have a designated registered Captain who oversees the entire team. The "Registered" Captain is responsible for the following:
a. Initially registering the team
b. Is the primary contact person with the league
c. Must attend the mandatory captain's meeting (or send a representative)
d. Coordinating/organizing their team
e. Responsible for his/her team understanding and learning the game play rules
f. Responsible for the team during game play, any disciplinary actions, and any punishment appeals
2.The Registered Captain is also responsible for the following, however if the Captain is not present any team member can take the responsibility as Acting Captain for the game(s):
a. Responsible for the team during game play
b. Must ensure all players participating are listed on the score sheet- in kicking order- prior to the start of the game
c. Only the Captain can dispute calls to an Official during the game
d. May request time outs
e. Verify final score on the score sheet at game's end with initials

## Officials:

1.All games are officiated by one BigBalls Game Official.
2.Each Official is responsible for his field and final score reporting and reports to the Field Manager(s). Field Managers can also be Officials.
3.Officials DO NOT keep score- that duty falls to the Home Team.
4. The Official governs all game play and issues final rulings. They keep track of strikes, balls, and outs. Officials have jurisdiction over game play and may:
a. Call Time Out
b. Call off a game due to darkness, rain or any other cause at their discretion and must cancel the game (or postpone it) due to lightning
c. Penalize a player, including game ejection, for unsportsmanlike conduct.

Ejected players must leave and may not return to the field from which they were ejected.
d. Report penalized or ejected players to the League Field Manger and Commissioner to impose warnings, suspensions, fines, or behavioral modification plans, or permanently expel players or entire teams.

## Game Play:

1.Each team must play with a minimum of 2 females playing in the field at all times: 8 male+2 female when defensive players 9 and 10 must be female. The catcher is not included in the 2 players. If a team shows up with only male players, they must play with only 8 players in the field. However, all male players can be in the kicking order.
2.All players who are playing the field must be in the kicking order. Any players that are not playing in the field can still be in the kicking order and remain so during the course of the whole game. Thus, a player cannot only play the field and not kick, but a player can kick and not play the field.
3.An official lineup sheet must be maintained throughout the game.
4.When playing with a full 10 players, teams must play 4 players in the Outfield Left Fielder, Left Center Fielder, Right Center Fielder, and Right Fielder. The remaining 6 players will play in the Infield- First Baseman, Second Baseman, Short Stop, Third Baseman, Pitcher and Catcher.
5.The Home team will record the score for the game. The Official will keep track of the count and outs for the game. The home team is determined by a coin flip prior to the game. The winner of the flip determines if they want to be the home or away team. The visiting team should also keep track of the score to make sure that there are no discrepancies. The final score is then verified by both the home and visiting team Captains and initialed on the score sheet at the end of the game.
6. Regulation games last 7 innings or 55 minutes, whichever comes first. This means that no inning will start after 55 minutes have elapsed. If a game is tied after 7 full innings both teams will continue if time permits.
7. If both teams scheduled to play each other forfeit, the game will be marked as $0-0$. However if one teams forfeits the game will be marked as a $10-0$ loss. Note: This is important because standing tie-breaks are determined by runs FOR a team.
8. Game time is Forfeit time. This usually is waived the first of week of the season as new teams and players find the park and their fields, learning the rules, getting everyone together...etc.
9.Any game that has 3 complete innings is considered a full game (if game is called due to inclement weather, etc.) The score at the last complete inning will be the score of the game, even if the score was tied and/or runs are scored in the current inning when the game is called. Games are called as full games by the Official's Discretion. A game that is called off before 3 innings if play shall not be considered a regulation game and will be rescheduled if possible. All efforts are made by the League to make up games.
10.There will be a 10 run rule in effect for 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 play with the opposing team. The 10 run rule applies to every inning including the last inning.
11.There will be a 15 run 'slaughter' rule in effect for each game. The team with a 15 run advantage after the $5^{\text {th }}$ inning will be declared the winner and the game will end. Should the score be $15-1$ at the end of the $5^{\text {th }}$ inning, the game will continue as normal.
12.TIES: In case of a tie after 7 innings, teams will invoke the 'Kansas City Rules'. To do so, the Visiting team kicks first and places the last person who kicked in the lineup the previous inning on Second Base with 1 out. All kickers in the lineup
will start with 1 ball and 1 strike. The Home team then kicks. This system is repeated until a winner is declared.

## Ball in Play:

1. No defensive player may advance towards the $1^{\text {st }}$ and $3^{\text {rd }}$ baselines until the ball is kicked. The pitcher may not advance either. $1^{\text {st }}$ and $3^{\text {rd }}$ basemen must position themselves behind the pitcher. Failure to abide by this rule results in a ball.
2. The ball must be in the infield and held by a player in order to call a time out.
3.If a runner touches or is hit by the ball while off of a base, the runner is out.
4.Defensive players are allowed to kick or throw the ball towards another team player in the field.
5.There is NO infield fly rule. However, if in the Official's determination, the infielder dropped the ball intentionally, the Official may call just ONE out. The kicker will be the out player and all on-base runners must return to the original base.
6.If the ball goes foul and is caught by a player before touching the ground, the kicker is out. A line 15 ' wider than the base line determines if a ball is out of play. Any ball caught past this line is considered an out. If you can catch it... you deserve the out.
7.Each team receives 2 one-minute time outs per game and can only be called by the Captain.
8.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 he/she was going to.
9.If a ball is kicked fair and goes foul before crossing first or third base, it is considered a foul ball. However if a ball appears to be going foul and a player stops it in fair territory it is fair ball and is in play.
10.A play is considered dead when the ball is held in control by the pitcher in the vicinity of the pitcher's mound. The defined vicinity is determined by the officials. All runners must stop their advances at that time.

## Pitching:

1.The strike zone/home plate is indicated by a rubber home plate with 16 " of additional strike zone on each side marked with white paint.
2.If the bottom of the ball is 10 inches or higher as it crosses the plate, it is considered a ball.
3.If the ball falls short of the plate and does not cross over it, it will be called a ball.
4.The pitcher must stay behind the mound- indicated with a white line- prior to releasing the ball. The pitcher may cross the line only on follow through and may not advance towards home after the ball is released before the ball is kicked.
5.Only underhand pitching is allowed. Sidearm pitching and overhand pitching is not permitted and will be considered a ball. Any repeated offense can result in the pitcher being removed from the game.
6. Kick pitches are not allowed.
7.Civil Pitching- slow and easy to kick- is recommended. However any form of underhand pitching is permitted as long as the pitcher does not pitch aggressively to each and every kicker. Specifically, a pitcher should not aggressively pitch to a noticibly less skilled player. The Official regulates pitching consistency and appropriateness during the game.
8. When pitching, the ball must bounce or hit the ground twice before arriving at home plate to be considered a strike. If the ball bounces less than twice it will be considered a ball.
9.Intentional walking is not allowed. If there is an intentional walking offense, the kicker is rewarded advancement to second base. Should the offense appear to be repeated by the pitcher, at the Official's discretion, the pitcher may be removed from pitching for the game.

## Kicking:

1. The order of kicking must remain consistent with the kicking order. If the kicker is out of order, an out shall be charged for that kicker who should have kicked. The next kicker in the proper order will then be up.
2.All kicks must be made with the foot. However, there are instances where there are miss kicks where a ball may be kicked with shin, knee, or thigh. These are all considered legal.
3.All kicks must occur at or behind home plate. An out will be called if the player kicks in front of the plate.
4.If a kicker kicks the ball and it hits the kicker just after the kick- as in the case of a miss kick- the player is considered out.
5.Bunting is NOT allowed. If in the Official's discretion the player is deemed to INTENTIONALLY bunt, the player is called out and no runners advance. If the Official feels that a full kick was intended, the ball is played as usual. This is KICKball. Players should intend to kick the ball and follow through completely. Miskicks are not bunts.

## Strikes:

1.A count of 3 strikes is an out.
2.A strike is a pitch within the strike zone, either not kicked or missed by the kicker.
3.A kick occurring in front of home plate is an out.
4.Foul balls are counted as strikes.

## Balls:

1.A count of 4 balls is considered a walk. The kicker walks to first base. Any runners currently on base directly in a 'force' situation advance to the next base.
2.Any pitch outside the strike zone that is not missed or touched by the kicker is considered a ball.
3.Any pitch that falls short of the home plate and does not cross home plate is considered a ball.
4.Any pitch that is bouncing higher than 10 inches as it comes across the plate will be considered a ball.
5.Any fielder advancing forward of the $1^{\text {st }}$ and $3^{\text {rd }}$ base line before the ball is kicked is considered a ball (if and only if the ball is not touched or missed by the kicker) A warning will be issued to the fielder, a second offense will result in ejection.
6. The pitcher must be behind the line when pitching when releasing the pitch or it will be considered a ball.
7.Any catcher advancing forward of home plate before the kicker kicks the ball shall be considered a ball (if and only if the ball is not touched or missed by the kicker)

## Fouls:

1.Any kick landing in fair territory but traveling out of bounds to foul territory on its own before reaching $1^{\text {st }}$ or $3^{\text {rd }}$ base is considered foul. Any ball touched by a fielder in fair territory is considered in play even if the ball is headed towards foul territory.
2.Foul balls are counted as strikes.

## Outs:

1.A count of 3 strikes is an out. Each team gets 3 outs an inning.
2.A runner touched by a ball while not on a base at any time is considered out.
3.Any kicked ball that is caught in fair or foul territory is considered out.
4.Any runner off the bag before the ball is kicked is considered out.
5.Foul balls are considered strikes, thus 3 foul kicks is considered a strike out.

Any combination of strikes and fouls that add up to 3 strikes is considered a strike out.
6.If a runner is on a base and runs to the next base and the play is NOT a Force play, the fielding team must tag the PLAYER (or make contact to the player with ball by throwing etc)
7. If a runner is running to the next base as the result of a Force play (the runner has to run to the next base because the following runner/kicker advances the play by a kick) the fielder only needs to tag the BASE with their foot and does not need to tag the player. The fielder must have control of the ball completely.

## 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 any base may have their foot on the bag, but must stay out of the baseline. Runners hindered by a fielder within the baseline shall be safe at the base to which they were running unless the infielder is going for the ball.
2.Once the Official calls time out on a play, the play is dead and you must stay on your current base.
3.Neither leading off nor base stealing is allowed. Any runner who is off their base when the ball is kicked will be called out.
4.Sliding is allowed even into first base. A runner will be called out if the runner intentionally barrels 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 will be called safe. If a runner intentionally uses their head to block or deflect the ball, the runner is called out. This rule only applies when the player is running upright. If a player ducks, dodges, or slides and the head becomes lowered and the runner is hit in the head with the ball, the runner is called out because the ball was not obviously directed at the head. If the Official deems that a player intentionally headhunts a runner in a lowered position, the runner is safe.
7.All runners must tag their originating base before running to the next base. A runner can leave the base upon first contact of the kickball.
8. One extra base is awarded on an overthrow. Any ball considered an overthrow if it goes outside the playing area.
9.When running to home, the runner must step or make contact with the rubber home plate not the strike zone part of the turf.
10.A play is considered dead when the ball is held in control by the pitcher in the infield. All runners must stop their advances.
11.DESIGNATED RUNNERS: Can be used at the discretion of the Official. In order for a designated runner to be utilized, a player must have been injured in the current game. It is recommend that if a player is injured in the game that he/she sits out the rest of the game and that they are removed from the lineup. The designated runner will be the last female to record an out.

## Standings Tie Breaks and Playoffs:

1.Division standings are determined by number of games played and win-loss-tie record.
2.Ties in the standings are broken by RUNS/ GOAL DIFFERENTIAL (GD). If teams are stilled tied in record and runs against, then Runs AGAINST are used to break the tie .
3.The Commissioner will announce the playoff structure no less than 3 weeks before the playoff week. No less than the top 3 teams will make the playoffs.
4.Only rostered team members can play in the playoffs. Guest players are not allowed at playoffs. Substitutes are not permitted. No exceptions!!

The BigBalls Kickball League reserves to the right to adjust and change the rules at any time so that we may make your kickball experience better!


