

KLOB Weather Line
Updated by 4:30p
(410) 998-1095



OFFICIAL RULES of KICKBALL

STARTING PLAYERS

- Teams shall consist of a maximum of 10 players with at least four (4) women on the field at all times. You can have an unlimited number of players in your kicking line-up.
 - You can play with as few as six (6) players; two (2) of the six (6) players must be women.
 - If you do not have four (4) women, you must play short on the field.
 - When you have less than four (4) women, you must take an automatic out when the missing women positions are reached in the kicking order (e.g., If you have two (2) men and four (4) women, automatic outs are not taken).

KICKING LINE-UP / SCORECARD

- The official kicking order must be finalized before the start of the game. Each kicking team must keep their official scorecard.
 - Players that arrive after the start of the game (and after all players have kicked once) can only be used as substitutes for players of the same gender.
 - The kicking order cannot change, but you can change fielders as long as you play four (4) women in the field.
 - All players can kick but no more than two (2) men can kick in a row. You can rotate women in the kicking order if you have more than a 2-to-1 ratio of men to women. When you are rotating women in your kicking order:
 - You must notify the umpire and the opposing team.
 - The kicking order for women cannot change during the game.
- i.e. M1 - M2 - **W1** - M3 - M4 - **W2** - M5 - M6 - **W3** - M7 - M8 - **W4** - M9 - M10 - **W1** (1st time through kicking order)
M1 - M2 - **W2** - M3 - M4 - **W3** - M5 - M6 - **W4** - M7 - M8 - **W1** - M9 - M10 - **W2** (2nd time through kicking order)

PITCHING

- The count begins at one (1) ball and one (1) strike.
- The strike zone extends to one (1) foot on both sides of home plate and one (1) foot high.
- Pitches should be rolled only and not thrown.
- If the ball is bouncing higher than one (1) foot off the ground (as measured from the bottom of the ball) at any time when it crosses the strike zone, it is a ball. The kicker, however, does have the option of kicking the ball if he/she wants. The umpire should make the ball/strike call after the ball crosses the plate.
- A pitch that bounces fewer than three times before entering the strike zone is a ball. A pitch rolled directly along the ground is considered to have bounced at least three times.
- If the ball crosses the line on either side of the plate, it is a strike. Examples are shown below.



- A pitch not thrown underhand is a ball. This is a judgment call by the umpire. If the pitch is kicked, the kicker must take the result of the play.
- The pitcher must pitch from behind the 1st/3rd base diagonal line and remain between the two (2) orange cones until the ball is kicked. If the pitcher crosses in front of the 1st/3rd base diagonal line, the umpire should give a delayed dead ball signal. This is a judgment call by the umpire. The offensive coach can take the result of the play or the award for the line infraction. The line infraction is enforced by awarding the kicker-runner first base and all other runners advance one (1) base.

- Side-spin and back-spin pitches are illegal. The pitcher is allowed one (1) step. If the pitcher gains an advantage by taking more than one (1) step, an illegal pitch will be called. When an illegal pitch occurs, the umpire should communicate, “illegal pitch”. This is a judgment call by the umpire. If the illegal pitch is kicked, the kicker must take the result of the play. If the illegal pitch is not kicked, an extra ball is awarded to the kicker. The kicker-runner is awarded first base (if ball four) and all other runners advance one (1) base only if forced. When two (2) illegal pitches have been called by the umpire, the respective pitcher can no longer pitch for the remainder of the game.
- If a man is walked and a woman is next in the line-up, the man advances to second base. The woman must kick unless there are two (2) outs. If there are two (2) outs, she has the choice to kick or take first base.

CATCHING

- Teams cannot have both a man pitching and a man catching.
- The catcher must be positioned at least three (3) feet away from the kicker and behind the plate until the ball is kicked. If the catcher interferes with the kicker, the kicker will receive first base. This is a judgment call by the umpire.
- The fielding team cannot change catchers during an inning, except in cases of injury.

FIELDING

- Fielders must stay out of the baseline unless they are attempting to tag the runner or catch a kicked ball.
- No fielder may advance in front of the 1st/3rd base diagonal line until the ball is kicked. If any fielder illegally advances in front of the 1st/3rd base diagonal line, the umpire should give a delayed dead ball signal. This is a judgment call by the umpire. The offensive coach can take the result of the play or the award for the line infraction. The line infraction is enforced by awarding the kicker-runner first base and all other runners advance one (1) base.
- The fielder owns the area inside the field of play, including the inside base, and is able to make a play within this area.
- Fielders attempting to make an out on a base can have their foot on the base (except for the extra first base) but must lean out of the baseline. Fielders must stay off of the base unless they are making a play.
- If the fielder interferes with the runner outside the field of play, including the extra first base, the runner is safe.
- If a fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases as they would have potentially earned had they been able to run unobstructed. This is a judgment call by the umpire.
- There are no restrictions on fielder positioning.
- If players from two (2) different games make contact, a dead ball is called by the umpire and the kicker re-kicks. This is a judgment call by the umpire.
- There is no Infield Fly Rule. If a fielder makes contact with the ball and intentionally drops the ball, the play may result as unsportsmanlike conduct and the kicker-runner is awarded first base and all other runners can advance only if forced. This is a judgment call by the umpire.

KICKING

- All kicks must be made by the foot/shin (below the knee).
- All kicks must be taken at or behind home plate.
- The kicker cannot be positioned farther than ten (10) feet from the plate at any time.
- No part of the plant foot can be in front of home plate. If the ball is kicked when any part of the plant foot is in front of home plate, the kick is considered a foul, and therefore a strike.
- Men can bunt in the “A” division. Men cannot bunt in the “B” division.
- Kicks by men must reach the 1st/3rd base diagonal line. Kicks by women must reach the (10) foot line in front of the plate.
- A ball kicked that comes to rest is fair if any part of the ball crosses the plane of the bunting line or foul line.
- Double-kicks
 - Kickers cannot stop the ball with their foot and then kick the ball. If this occurs, the kicker is out.
 - If a kicker double-kicks the ball in foul territory, the kick is considered a foul, and therefore a strike.
 - If a kicker double-kicks the ball in fair territory, the kicker is out.
- If a kicked ball comes into contact with anyone who is not a fielder, a dead ball is called by the umpire and runners on base may advance per the discretion of the umpire.
- Yelling or otherwise making attempts to distract fielders from catching the ball will be considered “verbal interference” and the ball is dead. This is a judgment call by the umpire.
 - If the verbal interference is caused by the kicker or from the team’s bench area, the kicker is out and runners are returned to the base held at the time of the pitch.
 - If the verbal interference is caused by a runner on base, the runner who caused the interference is out. The kicker is given first base and other runners are returned to the base held at the time of the pitch.

RUNNING

- Runners must stay within the baseline.
- The runner owns the area outside the field of play, including the extra first base.
- If the runner interferes with the fielder inside the field of play, including the inside base, the runner is out. If the runner is called out for tagging the inside base, play will continue until the umpire calls “time”. This is not a dead ball unless there is a collision.
- There will be an extra first base, placed in foul territory next to first base. The extra first base is for the runner to tag if there is any chance of a play at first base. An out will result when the runner tags the regular base if a play is being made at first. The fielder cannot interfere with the runner tagging first base. This is a judgment call by the umpire.
- Runners cannot leave the base until the ball is kicked.
- The runner can leave the base as soon as a fly ball is touched by a fielder.
- If a runner is hit with the ball in the head/neck (above the shoulder), the runner is safe and is protected only to the base they are running, except for the following situations per discretion of the umpire:
 - If the runner intentionally uses his/her head to block the ball, the runner is out.
 - If the runner is ducking, diving, or sliding (i.e., attempting to dodge the ball) and is hit in the head/neck, the runner is out.
- If a runner is hit with the ball in the head/neck, other runners on base are permitted to advance at their own risk.
- Runners may continue to run on an overthrown ball unless the ball goes out-of-play. The respective areas of out-of-play will vary from field-to-field.
- If the runner intentionally hits or kicks the ball after being tagged out, the play results in a dead ball. Runners cannot advance additional bases.
- When two (2) runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The runner who is tagged is out and the other runner is safe and may stay on the base.
- It is the responsibility of the runner to avoid a collision. Save yourself and your opponents from injury by paying attention. When a runner remains upright and crashes into the fielder with the ball, it is considered a “crash”. If the act is determined to be flagrant, the runner shall be ejected. This is a judgment call by the umpire.
- If a kicker is injured, he/she may use a “Pinch Runner” after reaching first base safely. The Pinch Runner should be the last person of the same gender that was out. Pinch Runners are permitted only if the runner was injured during the game. If a player was injured previously and is in need of a Pinch Runner, they should not be playing in the game.

FOUL BALL / FOUL TERRITORY

- Foul territory is any part of the playing field that is not included in fair territory.
- Any foul results in a strike. When a kicker kicks a foul ball with two (2) strikes, the kicker is out.
- A foul results when:
 - Any kick settles on foul territory between home and first base or between home and third base.
 - Any kick first touches on foul territory beyond first or third base.
 - Any kick that lands in fair territory but then travels into foul territory before reaching first or third base.
- **The location of the ball is the determinant of whether the play results in a fair or foul ball; the position of the fielder is irrelevant. It is a foul ball only when the entire ball is completely in foul territory when the ball is touched. If the ball crosses the plane of the foul line and is touched by a fielder simultaneously, it is a fair ball.**
- All players in the “bench area” must maintain an adequate distance from the field to avoid interference in the game. Teams who do not comply can be penalized. This is a judgment call by the umpire.
- If a kicked ball is caught in foul territory but is not out-of-play, runners may advance after tagging-up.

OUTS

- Three (3) outs made by a team ends the inning.
- An out results when:
 - A count of three (3) strikes occurs.
 - A runner touched by the ball at any time while not on base (except when overrunning first base).
 - Any ball kicked that is caught either in fair or foul territory.
 - A fielder has the ball and tags the base of which the runner is forced to advance.
 - A runner leads off the base before the ball is kicked.
 - A ball that is caught as a result of a kick where the kicker’s plant foot was in front of home plate.
- Throwing the ball at the base does not result in an out. The fielder must hit the runner with the ball or maintain control of the ball while on the base where there is a forced play.

DELAYED DEAD BALL

- A delayed dead ball is a game situation in which the ball remains alive until the conclusion of a play.
- When the entire play is completed, if required the umpire should rule a dead ball, and enforce the appropriate ruling.

TIME-OUT / BALL-IN-PLAY

- “Time” is the term used by the umpire to order the suspension of play during which the ball is dead.
- Play will begin when a ball is pitched and will continue until “Time” is called by the umpire. When the umpire determines that the play is complete, “Time” will be called. The ball does not have to be in a specific area. This is a judgment call by the umpire.
- Play will resume when the next ball is pitched.

EQUIPMENT

- All players must wear shoes that are fully enclosed.
- Metal cleats/spikes are not permitted.

PLAYER CODE OF CONDUCT

- The Kickball League of Baltimore is committed to providing a safe, healthy, and enjoyable experience for all players. The league expects all players to enjoy the social sports experience while participating responsibly. Any player who cannot refrain from the following behaviors will be subject to ejection from the game, field, or league without refund and may possibly be banned from the league indefinitely.
 - Foul or abusive language or obscene gestures.
 - Behavior that is unruly, disruptive, or illegal in nature.
 - **Throwing objects and verbal or physical abuse/harassment towards umpires, field leaders, opposing players, or spectators.**
 - Refusal to follow instructions from umpires and/or field leaders.
 - Any irresponsible behavior that results from intoxication or other signs of impairment.
 - Acts that could be considered unsportsmanlike conduct. Please act like a responsible, respectful adult.
- Ejections
 - Fighting is strictly prohibited. Any player that is observed fighting during a game will be ejected from the league indefinitely.
 - A player may be ejected from a game by either an umpire or a field leader.
 - Ejected players must leave the immediate area and the park and have no contact with the umpire or participants in the game. If the ejected player refuses to leave, the game will be forfeited.
 - Any player ejected from a regular season game will not be permitted to play in the next scheduled game.
 - Any player ejected from more than one game in a season, the player will be ejected from the league for the remainder of the season.
 - Any player ejected from three games during their kickball career, the player will be ejected from the league indefinitely.
 - Any player ejected from a playoff game will be suspended for the remainder of the play-offs.
- **An umpire may report a player for offensive conduct, language, or physical abuse at any time. The reported player will have to meet with the league’s president and head umpire.**

UMPIRES / FIELD LEADERS

- Coaches are the only individuals who are permitted to discuss rules and respective calls with the umpire.
- Umpires have the final ruling on judgment calls. Field leaders can be consulted concerning an official rule; however, if during the game a rule is in question, coaches will ask the umpire for a consultation with a field leader. Judgment calls cannot be discussed with a field leader.
- Umpires will review the ground rules with each team’s coach before the start of each game. Ground rules may vary from field-to-field.
- Coaches are responsible for tracking their kicking order and scores per inning in their scorecard. If there is a dispute over the scores, the umpire will use the scorecard to make the final decision. If such information is not maintained, the umpire’s discretion is reserved to make the final decision.
- If a rule is not otherwise stated within, standard softball rules will hold true.

COACHES

- Coaches are responsible for controlling their team players.
- Coaches must sign a code of conduct (before the start of the season) and verify that all members of their team have read and understand the rules.
- All players must be entered via KLOB's online registration system and each player must sign the online waiver form.
- If your team uses a player who is not on the roster, it is an automatic forfeit for your team.
- All players must be at least 21-years of age and wear their official league issued shirt to play in a game and receive drink specials at KLOB sponsored venues.
- Only players who are paid league members can play in a game. Each player must play in at least one (1) regular season game to play in the playoffs.
- Coaches must email any potential forfeit to "kickball_baltimore@yahoo.com" by 5:00p two (2) days before the game. Failure to do so will result in a fine of \$60. Please also email the league regarding any other issue when it occurs.
- Coaches are responsible for checking their game results every week. Incorrect results must be reported to the league within one (1) week.

REGULATION GAME

- A regulation game shall consist of seven (7) innings with games being official after four (4) innings (3-½ if the home team leads). When game time has reached fifty (50) minutes, no new innings will be started (the game can be shortened if necessary).
- There are no extra innings; the game can end in a tie.
- Any team that is not ready to take the field at the scheduled kick-off time shall forfeit the match unless an exception is given by a field leader.
- There is a limit of nine (9) runs per inning except for the last inning.
- If a team leads by ten (10) runs or more after five (5) innings, the game will be declared over.
- If a game is suspended due to weather or an "Act of God", the league's president will determine if the game is completed or will be resumed or replayed.

PLAYOFFS

- Playoffs are single elimination and the number of teams will be determined by the number of rainouts/cancellations.
- Any player ejected from a playoff game will be suspended for the remainder of the play-offs.
- In the event of a tie at the end of regulation plus two (2) extra innings (i.e., nine (9) total innings), the last kicker who was up in the kicking line-up will advance to second base and the kicking order will proceed as specified for each extra inning played.

DEPARTMENT OF RECREATION AND PARKS

- No glass bottles are permitted in the park at any time. Teams that bring glass bottles to the fields will not be permitted to play until the glass is removed from the park. Spectators must also adhere to this rule.
- Cans should be poured into plastic cups and should be kept from interfering with other players.
- Dogs must be on a leash at all times in respective parks per city and county health codes. Dogs are not permitted inside the fenced area at Utz Field in Patterson Park.
- Players may not park inside Patterson Park without a city permit. Parking on Latrobe Park Terrace is also not permitted.

KLOB LEAGUE INFORMATION

- KLOB reserves the right to move teams up-or-down from their respective divisions to preserve balanced play.
- The Kickball League of Baltimore encourages all members and affiliates to drink responsibly when supporting its sponsored bars and when enjoying its sponsored beers (*Coors & Coors Light*).