

Revised Date: June 16th, 2019



“Real Fun for Real people. Come Kick It.”

www.EchoAthletics.org

Updates and Maintained Rules @ www.EchoAthletics.org Rules may be changed without notice.

Official ECHO Athletics Kickball Rules

A) Teams

- i. **3 or more males** than females is ***not permitted***. The ***minimum*** number of players on the field is 7. The ***maximum*** number of players on the field is 10. Team rosters shall contain maximum of 20 players, ***All Girls Teams*** welcome.
- ii. All players present for a game must be placed in the kicking order.
- iii. Fielding teams are required to play catcher and pitcher.
- iv. Teams must vacate fields and dugouts within 5 minutes of the conclusion of their scheduled game time.
- v. All players must be registered with the League to play with the team. Unregistered substitutes are not permitted. Any team found to be playing with an unregistered player will forfeit the game.
- vi. Due to injury, Umpires may use their discretion determining whether to assign a(n) out per inning or removal from line up.
- vii. ***Safety Bases must be used at all times*** -- Warnings will be given until Week 3, after which umpires may use their discretion determining whether to assign a(n) out or issue a warning.
- viii. ***Late Registration:*** Teams may add players to the roster up through the ***5th scheduled match*** of ***Season Play*** with the team captain & commissioner approval. The league fee shall ***not be*** prorated for the remainder of the season. **All players** must be formally registered with the League, read and signed Team Roster/Waiver and paid in full prior to playing 1st scheduled game.
- ix. All players must be 18 years or older.

B) Officials

- i. Each game shall be officiated by a League-assigned Umpire.
- ii. Umpires are responsible for:
 - (a) Setting Up and Tearing down the Field
 - (b) Keeping game time.
 - (c) Keeping score.
 - (d) Enforcing all game rules.
 - (e) Tracking all counts and outs.

- iii. **Team Captains are the only individuals** involved in **Any/All** deliberations or conferences between Teams and Umpires.
- iv. Umpires shall eject a player from the game if that player engages in unsportsmanlike conduct. An ejected player must leave the field and facility immediately; failure to do so may result in removal from the league. Players/parties may be ejected from the game & forced to forfeit their game at the discretion of the Umpire and Commissioner.

C) Field

- i. Games may be played on any flat grassy area with sufficient space for an infield and outfield or a formal baseball diamond. The distance between bases shall be 60 feet.
- ii. First & Home Plate shall include a safety base; overruns at 1st (First) must be made on the safety base.
 - 1st Base(wo)man and Catcher must make **all** plays on the ball using primary 1st base and home-plate, while runners are required to use the safety bases to avoid collisions. 1st Base(wo)men and Catchers who make a play on the ball using the safety bases will result in base-runner being called safe. Base-runners using primary base will be called out at the **umpire's discretion**.
 - (a) To help avoid collisions **all** plays at Home Plate the safety base must be used at **all** times and **all** plays are force outs **after** runner has advanced **half the distance** towards Home Plate. Base-runners using primary base will be called out at the **umpire's discretion**.
- iii. The field shall be bounded by a sideline measuring 10 feet from the foul line. No player/spectator shall reside within the sidelines except for those actively playing, the game officials, and a 1st and 3rd base coach. **ALL** Players/spectators must be touching fence at all times if not remaining in their team's dugout. Players/Teams outside of their dugout will be subject to a interference call, at the umpire's discretion, on 'playable' foul balls, resulting in Out(s) and/or bases be being granted to kicking team.
- iv. All plays shall be declared dead once pitcher is on, or in the vicinity of, the pitcher's mound/plate & raises hand or is on pitchers mound/plate & begins to reset for next play. Pitcher must not making a player on a runner.

D) Equipment

- i. All playing equipment shall be provided by the League
- ii. Players must wear their League appropriate t-shirts of the appropriate color for their team. Teams are **strongly encouraged** to participate in Weekly Themes, not required!

- iii. Steel cleats *are NOT allowed*.

E) Game Clock

- i. Each game shall be completed in no more than 7 innings or 50 minutes, whichever comes first.
- ii. Any inning being played after 50 minutes shall be the last inning of the game; no new inning may begin after 55 minutes.
- iii. Any inning in progress shall end immediately, and both teams shall vacate the field when:
 - (a) The clock has passed 50 minutes with the home team leading in the bottom of the inning (home team wins), or;
 - (b) The clock has passed 55 minutes; the score shall revert to the score at the previous full inning, with the team leading at the end of the previous full inning declared the winner.
 - (c) In the event of a tied score after the final inning, the game shall be recorded as a tie. IT HAPPENS FOLKS!

F) Game Start

- i. Umpires conduct a ***Rock, Paper, Scissors match*** between captains to determine the “home team,” a.k.a. who shall have a choice to either kick first or field first. Sports(wo)man-like Conduct mantra must be recited for both coaches to hear and agree upon before game begins.

G) Sports(wo)manlike Conduct

" You need your opponent because without him or her, there is no game. Acknowledging that your opponent holds the same deep-rooted aspirations and expectations to have fun while competing recreationally as you do. True Sportsmanship flourishes when one player practices it rather than when hundreds try to teach it."

- i. Yellow and Red cards are means to discipline players for misconduct during the game. Cards may be given verbally.
 - (a) ***Yellow card*** – To caution players, to punish milder forms of misconduct than red cards. Two Yellow cards in one game, players receive automatic red card.
 - (b) ***Red card*** – Flagrant acts of misconduct, resulting in the player's dismissal from the facility entirely.

Umpires reserve the right to eject player from the game if that player engages in

unsportsmanlike conduct, failure to leave the facility may result in removal from the league, misconduct cards will be disbursed judiciously.

Unsportsmanlike conduct is unacceptable and may result in a player/team suspension indefinitely by Commissioner of the League, with no league fees refund.

- ii. Fighting, abusive language and personal attacks on individuals in any forms are not tolerated. People who infringe on other people's rights to have fun will be asked to leave.
- iii. Umpires are responsible for all verbal calls related to game play: *fair, foul, out, I got it, safe*. Calls made by teams/players may result in yellow/red cards being dispersed due to unsportsmanlike conduct.
- iv. Any person(s) asked to leave a game must leave the facility entirely within 5 minutes. If the ejected person(s) does not leave the facility within 5 minutes, the team in which the ejected person(s) plays/affiliated with will forfeit the game, regardless of score at the time of ejection. The score shall be 5-0 in favor of the team what does not have the ejected player.
- v. Any person(s) asked to leave a game will automatically be suspended from the league for a minimum of 1 game. If any person(s) is suspended 2 times during a season, the person(s) will be ejected from the league indefinitely .
- vi. Any person(s) who is asked to leave a game during the final week of the regular season will be suspended from ALL playoff games.
- vii. Any person(s) who intentionally abuses any piece of league property/equipment will automatically be asked to leave the game. Aforementioned person(s) will also be monetarily responsible for any equipment replacements and be subject to suspension details as stated above.

H) Scoring | The 3-1-0 Points System

- i. Teams are awarded ***three*** points for a victory, ***one*** for a draw, and ***none*** for a loss. Teams progress based on points accumulated during Season play. Ties will be settled by team's Heads Up Record ***followed by*** the Runs For vs Runs Against percentages, if needed.

I) Pitching & Fielding

- i. Pitcher shall roll the ball, staying on or behind the pitcher's plate until the ball is kicked.

- ii. **ALL** Pitches in *Recreational Divisions* **must be** thrown underhand (*ball is released with hand below elbow, at a 90 degree angle.*)
- iii. The pitch must pass within the 1-foot strike zone around and above the home plate.
- iv. Pitches must have bounced twice or be rolling on the ground when crossing the plate.
- v. The plane of the catcher's chest must remain behind the plane of the Kicker's back until the ball is kicked.
- vi. **BUNT ZONE** – No defensive player, including the pitcher, may cross the invisible encroachment line between 1st and 3rd base prior to the ball being kicked. The first violation of encroachment of the invisible line will result in the team being warned and a re-kick, if necessary. The second violation, and thereafter, will result in the kicker choosing the option of re-kicking or being awarded first base.
- vii. Attempts on Foul Balls are permitted, ANY error during the attempt to play the ball results in a **dead ball** and results in a strike.

NO Infield Fly Rule but

- viii. Defenses are prevented from intentionally misfielding pop flies to execute a double or triple play at the **umpire's discretion**. Intentional drops will result in kicker being out and base runners being safe at current bases.
- ix. Base runners **are subject to** the rules regarding tagging up on all pop flies. If it's caught, they must tag up before they advance. But if it's not caught, they do not have to tag.

J) Kicking

- i. Kicker's body is considered the bat, thus kicker should not throw live ball back to the Pitcher.
- ii. **ALL** Teams must provide a Kicking Order prior to the ending of the 1st of the inning (starting Week 3.)
- iii. Alternating gender in kicking line-up **is not** required.
- iv. All players present must be included in the kicking lineup but not all players must field.
- v. 3 strikes is an out and is called when:
 - (a) The ball crosses the strike zone without being kicked.
 - (b) The kicker swings at but misses the ball.

- (c) The ball is kicked foul.
- vi. Fouls are **always** counted as strikes, including on a 2 strike count and are called when:
 - (a) The ball lands or is touched in foul territory.
 - (b) The ball lands inside the foul line, but rolls outside the foul line before reaching the 1st or 3rd bases. A ball that lands on or past the 1st or 3rd bases but rolls into foul territory **shall be considered fair**.
 - (c) Contacts the ball behind home plate with any part of the body above the knee.
 - (d) The kicker kicks the ball with any part of the foot planted outside the kicking box, **including** in front of home plate.
 - (e) The kicker makes a "double-kick", i.e. kicks or contacts the ball after the initial kick at all.
- ii. 4 balls allows the kicker to advance to first base as is called when:
 - (a) Ball fails to pass through the 1-foot strike zone around home plate.
 - (b) Ball bounces more than 1-foot above strike zone.

K) Running

- i. Stealing bases and leading off bases is **illegal**. Teams leading off the base prior to the hit shall be warned once before being called out.
- ii. Sliding at 1st (first) base is illegal. A player who **intentionally** slides at first base shall be called out. Runners must use the safety base.
- iii. **ALL** plays at Home Plate are **force outs after** runner has advanced half the distance towards safety base at Home Plate.
- iv. A runner is out when:
 - (a) Fielder catches a fly ball.
 - (b) Gets 3 strikes.
 - (c) Base is tagged on a forced run.
 - (d) Runner is tagged by a fielder in possession of the ball.
 - (e) Comes in contact with the ball, except when thrown by a fielder at the head (unless sliding).
 - (f) Runner is off base when the ball is kicked.
- v. A runner's baseline is established when the tag attempt occurs, and is a straight line from the runner to the base to which he/she is attempting to reach. Any runner is out when running more than three feet away from his/her baseline to

avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball.

- vi. The base line belongs to the runner if the ball *is not* there. If a fielder is daydreaming on the base line and a runner runs into him, then it's certainly obstruction. However, the runner not only should, but **MUST** get out of the baseline if a fielder is trying to field the ball there. Otherwise, the runner (not the fielder) will get called for interference and be out.

COMMON INCORRECT BASELINE BELIEFS:

- (a) The baseline is defined as a straight line between the bases (with 3 feet allowed to either side)
 - (b) The base line belongs to the runners and runners are automatically out if they run out of the base line.
 - (c) If there's a collision with a fielder and the runner is on the line, it is obstruction and the runner is awarded the next base
- vii. A runner that is tagged in the head by a ball shall be considered safe at their intended base, unless that player was sliding or intentionally placed their head in the path of the ball.
 - viii. In the event of an overthrow into a *out of play area* in an attempt to make a play, the runner may advance only as far as the base they are running toward plus the next base. This is a restriction on the advance of the runner; runners are **NOT automatically** awarded the base.
 - ix. Pinch running due to injury is permitted at 1st, 2nd and 3rd base provided the pinch runner is: the last out at bat and of the same gender. Pinch running at kick is not permitted.

L) Mercy Rule

- i. ***The mercy rule advances the inning; it does not end the game.*** The inning shall advance when a team scores **10** runs in any inning when leading by **10** or more runs. In other words, the mercy rule applies only to teams that are in the lead by **10** runs; it does NOT apply to teams that are behind, thereby giving that team an opportunity to catch up. The mercy rule shall be called and the inning advanced immediately upon scoring the 10th run.

M) Forfeits

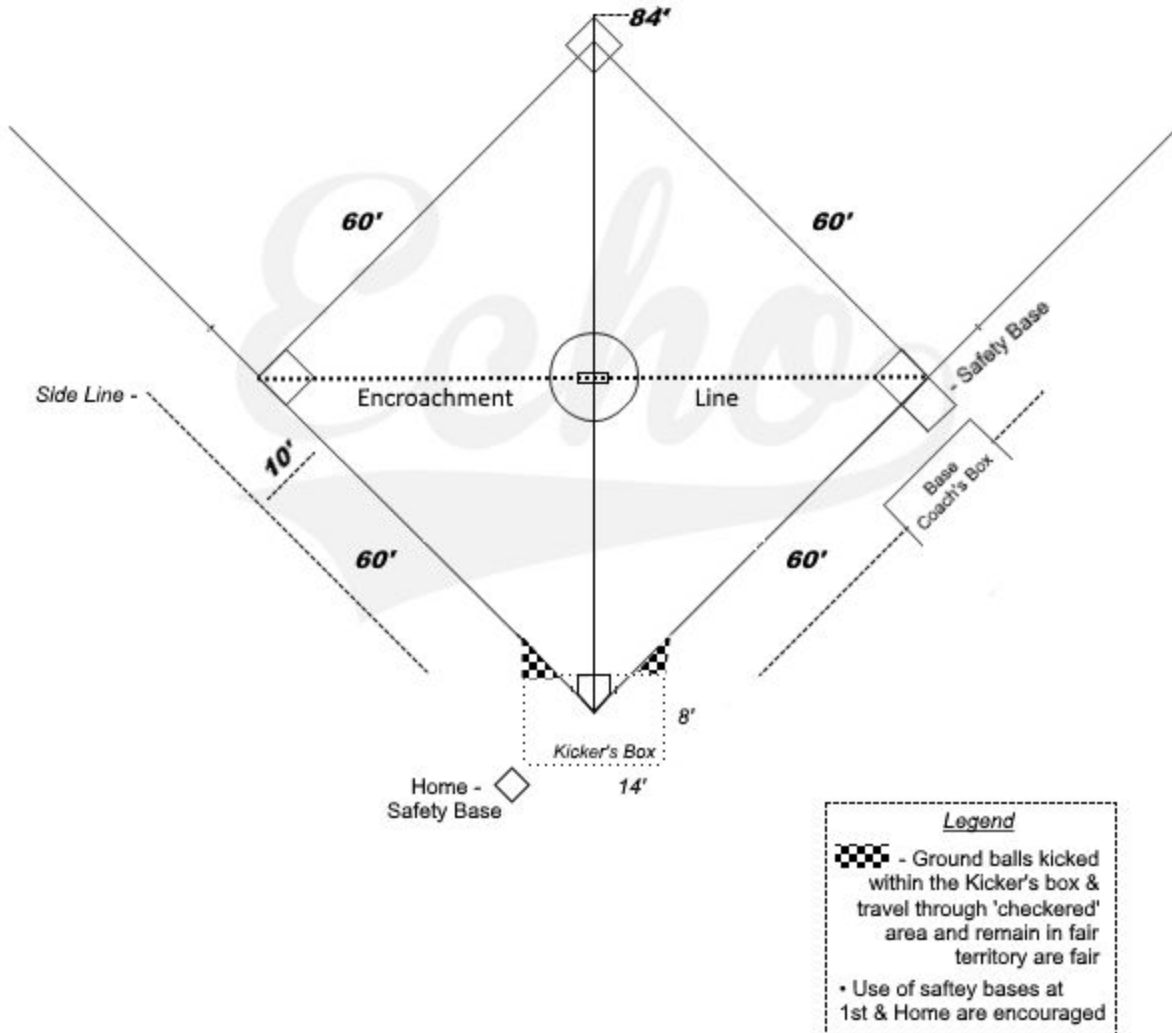
- i. Grace Period = Up to 15 minutes max. after posted game time, does count against the game time and 50-min game time will be shortened. If neither team is ready to play as grace period time expires, both teams shall forfeit.

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- ii. Teams must be ready to play and meet game start requirements before grace period time expires. Any team not ready to play at this time shall forfeit, and the opposing team shall take a default win. ***Forfeits result in paying BOTH Teams Umpire fees (\$30.) Teams will forfeit by default until all Forfeit Fees are paid.***
- iii. Any team found to be playing with a player not registered with the League or team shall forfeit the game.
- iv. Alcohol is permitted at certain fields (Alga Norte Community Park) but ***can only be consumed after*** games. No glass bottles of any sort may be present at the park/fields before, during or after a game. Referees and field supervisors are instructed to review the sidelines, dugouts and field for any glass beverages and if found they are instructed to delay the start of the game until all glass is removed from the premises. The delayed time does count against the game time and the game will be shortened. *Drinking on the field or dugout before or during games can and may result in a Team Forfeit.*
 - ***ALL alcohol brought to be consume AFTER a team's games must be stored outside of the baseball field, including dugouts.*** *ie. Behind the fence of your team's dugout, on the bleachers or with league official on-site.*

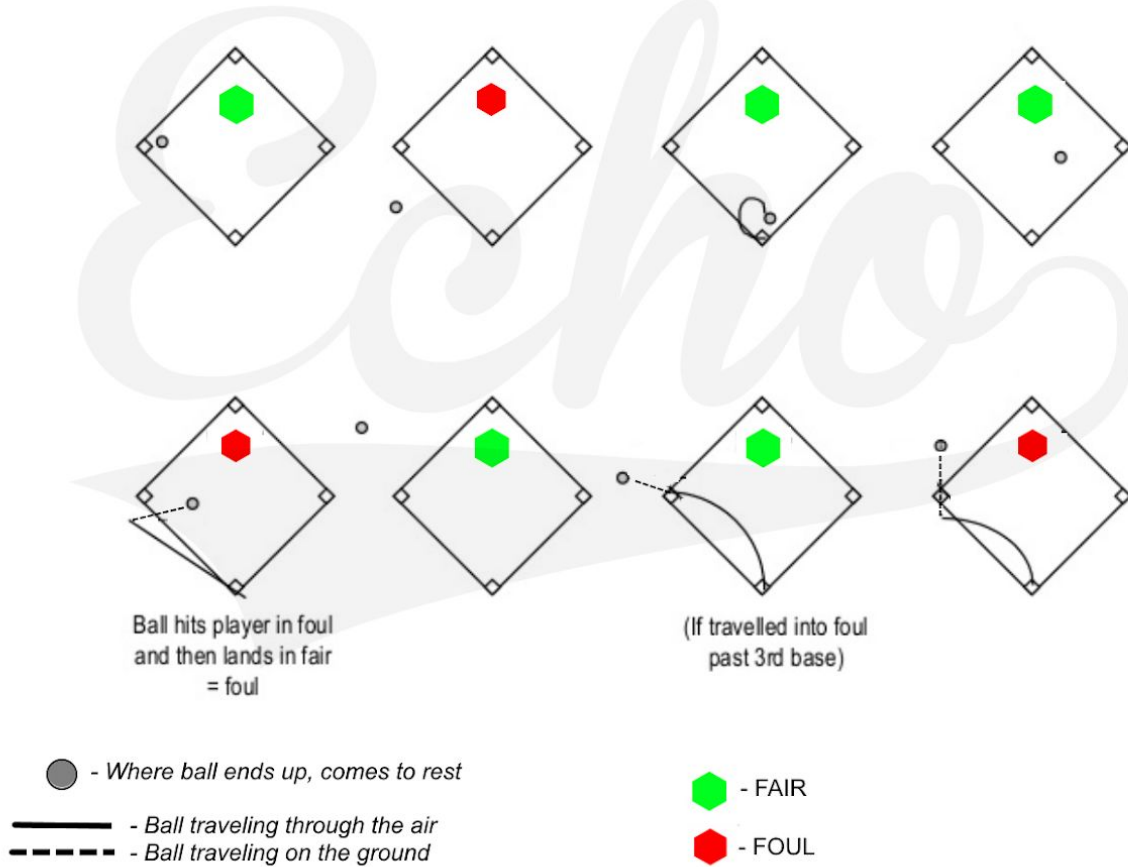
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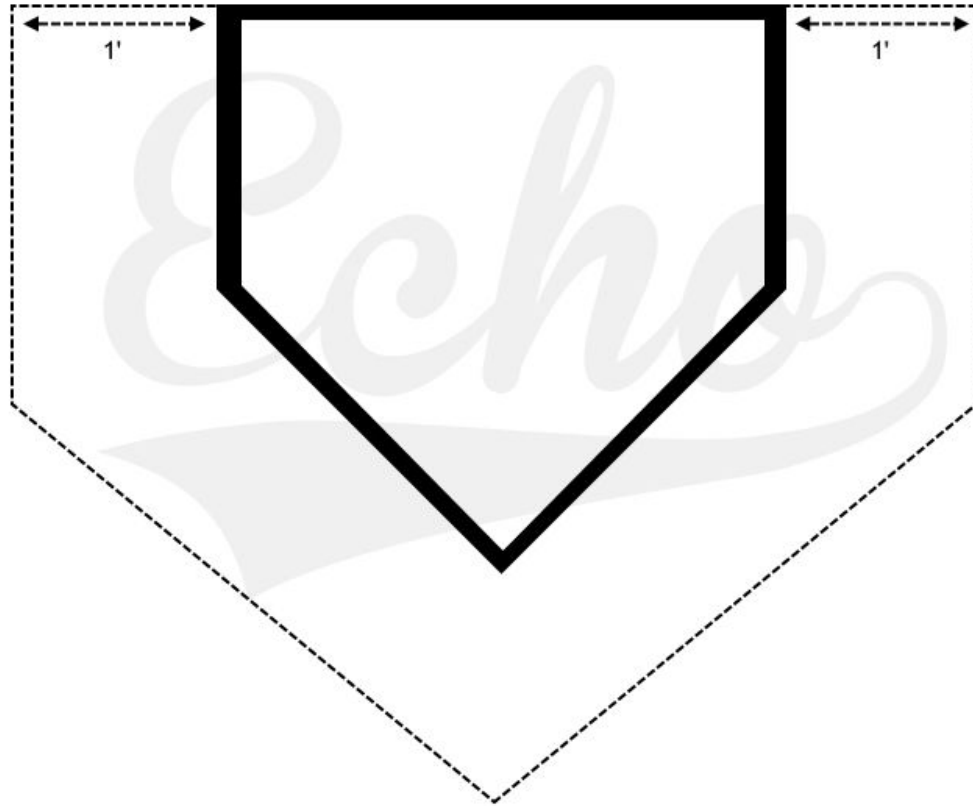
Fair and Foul Ball Diagrams



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Kickball Strike Zone

Pitches must pass within the 1-foot strike zone around & above the home plate.



(Not to Scale)