

Chicago MSA Kickball Rules

The Chicago MSA has created a league that promotes the game of kickball in a fun and inviting environment for the GLBT community and their friends.

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Rules

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 un-sportsmanlike conduct. Ejected participants may not return to the game in which they were ejected, and may not play in their next scheduled match.

Participants

All participants must be active members of Chicago MSA in good standing.

Teams

Each team must register at least 10 players on the roster, though we recommend 14 or more so you can field a full team each week in case of player vacations or illness.

1. You must field a minimum of 8 rostered players. When playing 10 players, teams must play 4 in the outfield and the remaining 6 on the infield (1st, 2nd, 3rd, shortstop, pitcher and catcher. All players playing the field must be in the kicking lineup.
2. Any players that are not playing in the field can still be in the kicking lineup and must remain so during the course of the whole game. Note: Each team may have an unlimited number of kickers in the kicking lineup.
3. An official line up must be given to the umpire and opposing team captain prior to the game.
4. Each team will have a designated captain for each game. The captain will be responsible for the team during play. Team captains 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 time outs from the referee, which may be granted at the referee's discretion.
5. Both teams will record the runs, outs, etc. for the game, and will report runs scored to the umpire at the end of each half-inning. We recommend you purchase a softball scorekeeping book for this purpose. Final scores will not be changed after the game has concluded. The home team will be decided prior to each game by the flip of a coin. The winner of the flip can decide if he/she wants to be visitors or home team.

6. Team rosters are due by the 2nd week of the league. Players can only be listed on one roster.
7. Team fees are due prior to the 1st day of play.

Game Play

1. Regulation games last 7 full innings or 40 minutes, whichever comes first (meaning no inning will start after 40 minutes have elapsed). If a game is tied after 7 full innings both teams will continue if time permits.
2. If both teams scheduled to play each other forfeit the game (double forfeit); the game will be marked 0-0.
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.
4. Game time is forfeit time. Any team unable to field 8 rostered 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.
6. In case of a tie after 7 innings or if time runs out, then the game will be recorded as a tie.

Ball in Play

1. No defensive player may advance forward toward the 1st -3rd base line until the ball is kicked. 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 time out.
3. If a runner touches or hits the ball (and is not on a base) the runner is out.
4. Defensive players are allowed to kick or throw the ball towards another team player in the field. (this could help from the outfield)
5. 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 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.
7. Each team receives two time outs.
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. 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.

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.

Kicking

1. **The order of kicking shall remain consistent with the kicking lineup 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 must be made with the foot. (There may be an occasional miss kick that may come off the leg higher than the foot. This is legal.)
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.)
4. Bunting is NOT allowed. If in the umpire's discretion the player INTENTIONALLY bunts, the player is called out and no runners advance. If the umpire feels that a full kick was intended, the ball is played as usual. *Comment: Kickers should intend to kick the ball and follow through 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 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.
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 is caught on the fly by the fielding team is considered an out. A kick occurring in front of home plate that is not caught by the fielding team is considered a strike. An umpire will immediately call ‘Illegal Kick’ upon contact. The kicker must contact the ball behind or at home plate.
5. A count of 4 balls advances the kicker to first base.
6. A ball is a pitch outside the strike zone that is not missed or touched by the kicker.
7. A ball that falls short of the plate and does not cross over it is a ball.
8. A ball that is bouncing higher than 10 inches as it crosses the plate will be considered a ball.
9. Any fielder advancing forward of the 1st and 3rd base line before the ball is kicked will cause the pitched to be called illegal and dead, and results in a ball called. The umpire will immediately call ‘Illegal Pitch – Dead Ball’ but a kicker may still choose to kick.
10. The pitcher must be behind the mound when releasing the pitch or it will be considered a ball.
11. A catcher advancing forward of home plate before the kicker kicks the ball will cause the pitched to be called illegal and dead, and results in a ball called. The umpire will immediately call ‘Illegal Pitch – Dead Ball’, and results in a call called.
12. Comment: Each team captain should encourage his/her team to kick the ball instead of taking bases on balls. This is recreational KICKball.

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 is the last person who made an out on the kicking team.

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Center on Halsted House Rules

1. Any ball, which contacts the wall beyond the infield, is considered fair and playable.
2. Conversely, any ball contacting the wall before passing first or third base is considered a foul ball. The referee's determination of foul and fair balls is final and not subject to discussion.
3. A kicked ball which has contacted the wall but not the ground and is caught by a fielder is treated the same as a ball caught on a fly, and the kicker is out.
4. Any ball, which contacts the ceiling as the result of an offensive kick and is not caught by a defensive player is considered a strike. This play is the same as a foul ball. A ball that is caught by a defensive player after making contact with the ceiling, will be an out.
5. Offense - any ball, which becomes stuck in the ceiling or in any other overhead or wall structure and does not return to the playing field immediately as a result of a kick is considered an automatic out for the kicker, and no runners may advance.
6. Defense - any ball, which becomes stuck in the ceiling, or in any other overhead or wall structure and does not return to the playing field immediately as a result of a defensive play is considered a dead ball and runners will advance one base.
7. No cleats of any kind may be worn to play – only athletic shoes that will not mark the playing surface of the Billie Jean King Recreational Hall will be allowed.

Court dimensions:

Home to First – 40 feet

Home to Second – 56' 7"

Home to Pitching 28' 4"

Ball: 16" rubber playground ball