

McFarland Kickball league

(Updated May 2024)

General Rules of the Game

- Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning.
- Base Umpping - each team must furnish 2 umps. (1 at first and 1 at 3rd.). If no umps the fielding team will make base calls.
- For a given game, each team shall have one Captain and one Co-Captain (collectively “the Captains”) who are jointly responsible for the team. The Captains may discuss calls with the other team Captains. Other players besides the Captains arguing/disputing calls are subject to removal from the game. (With that said, remember this is supposed to be a fun league!)
- Conflicts/Complaints reported between players and/or teams will be looked into by a MSA board member and a discussion with both sides involved. Punishment (if any) will be issued following these standards; a warning given on first offense and suspension on subsequent offenses. The duration of suspension will be determined by the MSA board.
- **Good sportsmanship is required. Arguing or any disrespectful comments with captains, players, spectators and league supervisors is prohibited. This behavior may result in a game/league suspension. If you disagree with the rules and setup of the league suggestions/feedback can be sent to a MSA board member. Or volunteer to be part of the MSA board and manage the league night.**

Number of players and participation

- A maximum of 10 and minimum of 7 players can be on the field for the fielding team. Fielding should be 50-50 of male/female players. Minimum of 2 girls on the infield (not counting catcher) and a minimum of 2 girls in the outfield.
- A catcher is not necessary for teams with LESS THAN 9 PLAYERS. The batting team will help out and the pitcher should cover home.
- Teams with less than 7 players shall have a 10 minute grace period. Subs may be used, but must be known.
- Teams shall encourage participation of players in lineups. Any participating player in a game must both bat in the lineup and be in regular rotation on the field. Players may not bat only or field only. Teams must do a guy/girl batting rotation unless otherwise pre-approved by opponent team.

Regulations

- Games will be 7 innings or 1 hour
- Home and away will be on the schedule
- A game will be official anytime you want it to be official.
- Rain outs can be rescheduled when it is not raining if available field times.

Pitching

- A legal pitch must be rolled under hand and not be higher than the knee of the kicker.
- Pitches will be thrown in a **civil manner**, at a reasonable rate of speed and not excessively bouncy (i.e., any ball that bounces higher than 1 foot as it crosses home plate). FAST, SIDEARM, CURVEBALL or OVERHAND pitching is not allowed. If an opponent politely asks for team captain to slow down or reduce the bouncy pitches, the team shall adjust their pitching or substitute in a new pitcher.
- Pitcher must pitch from or behind the rubber. One foot needs to touch the rubber at release.
- Pitchers may not run past the pitching line until after the ball has been kicked.

Balls and Strikes

Strikes

- There are NO called strikes
- Any ball kicked into foul territory
- Missing the ball while attempting to kick.
- Two strikes of any kind will result in an out.
- There are NO called balls (Just kick the dang ball!)

Outs

- Each team gets three outs per inning.
- An out results due to any of the following.
 - Two strikes or two fouls
 - A ball caught on the fly
 - Base runner forced out
 - Base runner is hit with the ball while not on base, except initial run to 1st base
 - The kicker is hit with the ball after making contact with it while in fair territory
- Catches: A catch is when a fielder grabs a kicked ball out of the air before it touches the ground. The fielder must secure the ball for it to be ruled a successful catch. The ground cannot assist the fielder to catch the ball but a fielder may fall or roll on the ground after catching and must maintain a hold of the ball. If a ball is dropped, it's not a catch.
- Force outs occur when a player has a foot on the base of a runner forced to advance. If a force out occurs for the third out of the inning, no runs scored on the play will count. Runs scored prior to a non-forced do count, but only those that touch home base prior to the out.

Kicking

- **Bunting** is **not** allowed for either sex. Bunts are kicked balls that stop before crossing the encroachment line (line from 1st to 3rd base) and where kicker is fully following through with leg when kicking. (1) Warning will be given, and the (2nd) offense will be an automatic out. Unintentional/missed kicks are exempt here.
- Kicking::
 - A kicker must wait until the ball is within 3 feet of home plate before they may kick the ball. Kicks will be deemed a foul ball when not in range.
 - Kicks are within the kicking box (the 10' radius behind but around home plate). The kicker may line up outside of the kicking box and approach into the kicking box for the kick to be fair.

Foul Balls

- A foul ball that is caught counts as an out, and is an immediately a dead play for the offense, meaning runners may not advance.
- If the defense attempts a catch at a foul ball and misses it is considered a strike if 2nd strike kicker is out. No base runners may advance.
- If a ball is touched in fair territory it is fair, regardless of other factors. i.e. foot placement of the fielder with at least one foot fair or on the line is a fair ball.
- Any ball not touched and goes out before it reaches 1st or 3rd is a foul ball. After it passes 1st or 3rd or is fair passing over the base, it is a fair ball.

Runners

- Runners going to 1st base shall use the orange side of the base and may overrun the base for their initial run.
- Pinch runners are allowed once a kicker has successfully reached 1st base.
- Runners may not leave the base until the ball has been kicked or it is an out.
- NO SLIDING ALLOWED!

- Neither leading off base, nor stealing a base is allowed. A runner may only move off his/her base after the ball has been kicked. And you can't pass the runner in front of you. Nor can you pick up the runner in front of you and carry them. These are outs.
- Balls thrown at the runner **MUST** be below the shoulders. Any direct head shot while the runner is in an upright running position results in advancement to the next base and no out. Exceptions: If the runner intentionally uses his head to block the ball. The runner is out. If the runner is ducking, diving or sliding (i.e. attempts to dodge the ball) and is hit in the head because of this, he/she is out.
- A commitment line will be marked halfway between third base and the home plate. Once a runner passes this line, they must proceed to the home base (they cannot run back to third).
- There are mandatory force outs at home. Runners must run through the outside base or pass the home base score line marked. Runners must be in the outside base line within reason when using the score line. This is to prevent collision and injury. If the defense catches the ball on the defensive (inside) home plate or touches home plate with ball in hand before the runner reaches home, it will be a force out unless the runner has not reached the commit line and retreats back to third base.

This & That

- This is an over 18 co-ed league. We just want to play, and we do not want hard cores coming in and running up the score and taking the fun out of the league. If your team is guilty of this, we will politely ask your team to back off and if it continues, your team will be asked to leave.
- Make every effort to be 50-50 boys and girls the only double up may be at the end/top of an order. The league understands this may be out of balance from time to time but you must rotate players to have 50-50 or you may ask the opponent team for permission to **NOT** do 50-50. If your team abuses this rule to get an advantage, you may automatically forfeit the game.
- The infield and outfield should be evenly distributed between males and females. Stay in the spirit of Co-ed game (see fielding info in Players section).
- Over throws you can advance 1 base. If you are past the base on an overthrow, you can go to the next base. This rule is for outside the base line overthrows. If the overthrow is inside the baselines, you can keep going.
- Whenever a ball is kicked, you can advance. *It does not matter if the ball is caught or not. You do not have to tag up, **just run!***
- **DEAD BALL** Once the pitcher has the ball in control and when within 10 feet of the designated pitching mound around the pitching strip, runners cannot advance.
- The infield needs to play behind the base lines at **ALL TIMES** during pitching! And **ONLY** able to pass the baseline after the ball is kicked.
- Outfields cannot interfere with base runners by intentionally blocking their baseline. If so the runner will get an automatic advancement on their base.
- In the spirit of friendly competition and meeting new friends, if a team is short male or female players, offer one of your teammates.
- If your team cannot make it for a scheduled game, call the other team a couple days before the game and see if they can play at another time.
- No Metal spikes!
- Drinking adult beverages is allowed while playing but anybody drunk will be asked to leave the playing field.
- **PLEASE do not** bring glass bottles to the game. None will be allowed on the field at any time and if you see any glass bottles, please take them home with you!
- There may be a little interpretation of rules from time to time. **PLEASE** be reasonable, we are adults and we are here to have fun.

- Thursday night MSA board members are Matt and Tina Legris who will assist to settle any disputes. Teams should keep a copy of the rules for review during league play. A copy is also up on the McFarland Softball Association website along with contact information for other MSA board members if needed.
- Don't forget to **stretch out before you play**. We are all getting older and we do not want anybody hurt themselves!