Kickball Rules & Handbook

Introduction

Born Sports League was founded with the vision to strive to make the world a better place through sports by bringing together a diverse and inclusive community to have fun, create a sense of belonging and acceptance, and give back to the communities in which we play. The purpose of BSL is to engage members of the LGBTQ+ community, friends, and allies in healthy, active sports and activities by creating and managing structured games, leagues and tournaments in a safe, consistent, and organized fashion.

Our mission is to bring together LGBTQ+ and ally people to build community through organized sports and create an experience that is inclusive, supportive, affordable, fun, and gives back to the community.

Born Sports League follows these principles in order and in precedence. At no time shall any higher ranked principal be compromised for the sake of another by any official, team, or player.

1) **Safety:** All measures will be taken so that any and all activities rank safety as the league's number one priority.
2) **Participation / Inclusion**: All people are welcome in BSL games and activities, and participation is fundamental to all involved.
3) **Respect:** All people affiliated with BSL, its teams or its events shall treat each other with dignity and respect at all times, both on and off the field.
4) **Fun**: The purpose of BSL in its core, is to foster a fun, philanthropic, social environment.
5) **Honesty / Fair Play**: It is expected that all players, teams and officials shall adhere to a strict honor code at all times.
6) **Competition**: While BSL games and activities keep score and award champions, at no time shall any player, team, or official allow the competitive nature inherent in sports take precedence over any of the above founding principles.

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Section I - Conduct

1. League Principles

1.1. Sportsmanship

Officials, players, and their guests shall always conduct themselves in a sportsmanlike manner, including both on and off the field. BSL expects the highest level of respect from anyone affiliated or attending our events and conduct unbecoming will not be tolerated at any time.

1.2. Agreement

1.2.1.1. By participating in an BSL event or activity, each competitor agrees

1.2.1.2. To be governed by the rules as presented by BSL, both as written, in the spirit, and intent of said rules.

1.2.1.3. To accept any decisions or penalties imposed by said rules.

1.2.1.4. To respect all aspects of the league's priorities.

1.2.1.5. To treat all materials, equipment, and venues with great care including the environment in which we are playing. This includes, but is not limited to, garbage, foul language, smoking, illegal substance, weapons, and alcohol policies and damage to property.

1.3. Drug & Weapons Policy

1.3.1. Born Sports League is a drug and weapon-free zone, and any use or distribution of any illegal substances or the possession of any weapons of any kind while attending or engaging in any BSL sponsored events is strictly prohibited.

1.3.1.1. **Alcohol**: While may or may not be regulated by venue restrictions, <u>any public intoxication</u> will not be tolerated and is subject to disciplinary actions, including ejection from the venue for the remainder of the day.

1.4. Weather

1.4.1.1. Outdoor activities may be canceled or delayed under these guidelines.

1.4.1.2. Lightning within a 30-mile radius, postpones activities for 30 minutes.

1.4.1.3. Heavy rain of any kind postpones games for one hour following the conclusion of rain.

1.4.1.4. If similar conditions return within the postponement periods, activities will then be canceled for the day and re-scheduled according to the rain date calendar.

1.4.1.5. Games will be canceled following a 1-hour continual period of heavy rain.

1.4.1.6. Activities may proceed if the rain is considered light and variable, and the field conditions are safe.

1.4.1.7. Should any venue or facility be closed or restricted in use, BSL will advise through e-mail and social media communications as soon as possible.

1.5. Field / Venue Rules

1.5.1. All rules and policies put in place by the venue must be respected and will be strictly enforced. (Such as, no pets, no smoking, no loud music, no alcohol, etc.)

1.6. Discrimination

1.6.1. BSL has a strict no-discrimination policy. If anyone feels they have been discriminated against for any reason they are to report it to league management immediately. Any person affiliated with an BSL event making racial, ethnic, religious, or sexual orientation slurs or actions are subject to disciplinary proceedings up to and including dismissal from the league.

1.7. Bullying & Taunting

1.7.1. Teasing, shouting, arguing, cheering against, complaining, name-calling, excessive swearing, verbally or physically abusing or intimidating players or game officials in any way (even if intended as a joke, but not received in that manner) will not be tolerated under any circumstances, regardless of if it occurs in person, off venue, or on-line.

1.7.1.1. Umpires shall be responsible for monitoring on field and sideline behavior and can issue warnings and make recommendations to the Game Referee/Umpire for any disciplinary actions.

1.7.1.2. Game Referee/Umpire may issue individual warnings / cards and if deemed that it is caused by multiple players on a team, he may provide a “team warnings”, followed by a forfeit on the current or future games upon the second occurrence.

1.7.1.3. Off the field behavior, including at social events, public spaces, or even on social media that project any players, teams, or league officials in an aggressive or highly negative light will be considered the same as behavior on the field, and is subject to the same disciplinary policies and procedures.

1.8. Disciplinary Policies

1.8.1. Apply to any infraction listed or unlisted that is deemed unsportsmanlike or is contrary to the BSL core philosophy and principles.

1.8.1.1. Game Referees, league officials, as well as any Umpires may issue warnings.

1.8.1.2. Only Game Referees, league officials and game umpires can issue Yellow or Red Cards at any time.

1.8.1.3. Game Umpires, league officials and game referees can issue Yellow Cards on the field of play, during a game.

1.8.1.4. Players receiving a Yellow Card must sit out the remainder of the game (Kickball) or game in match play sports (Dodgeball, Volleyball, etc.)

1.8.1.5. All yellow "Cards" remain in place for 6 months from date of issue.

1.8.1.6. Upon a second occurrence of unsportsmanlike conduct within the 6-month window, the player shall receive a Red Card, and will be ejected from the venue for the remainder of the day, and will receive an additional two "game day" suspension to be enacted upon the next occurring game days (which may occur in a future season). This player will also lose eligibility to participate in the next occurring tournament, both internally and among BSL sponsored traveling teams.

1.8.1.7. After the Red Card has been issued, any additional infraction within its 6-month window will constitute a charge of gross misconduct and will be subject to long-term suspension or permanent ejection from the league as determined by the GM and League Officials.

1.8.1.8. Players receiving suspensions or ejections may apply, in writing, for reinstatement following a 6-month waiting period.

1.9. Injury Policies

1.9.1. Safety is and will always be the number one priority for Born Sports League and the following policies are in place for everyone's well-being.

1.9.1.1. Injured players may be replaced or can exit a game at any time without penalties.

1.9.1.2. Any injury that incapacitates a player, even if momentarily, will stop active play immediately at the Game Referee/Umpire's discretion.

1.9.1.3. Any injury to the head that causes any dizziness or unconsciousness must be reported immediately to the attending league officials who shall stop game play to assess the situation. Emergency medical officials will be called for any head related injuries.

1.9.1.4. Any injured player that is actively bleeding must exit the field of play and cannot return until the bleeding has stopped or has been treated and covered.

1.9.1.5. The league will have on hand, at least one First Aid kit at every venue for use by its players and officials as needed.

1.9.1.6. Injured players that require immediate medical attention must provide a doctor's note verifying that they are recovered and physically capable prior to returning to active play.

Section II – Kickball Basics

2. Field & Equipment

2.1. Field

2.1.1. BSL is responsible for establishing a safe playing field under the following guidelines.

2.1.1.1. **Terrain:** May be dirt, or grass, or any combination if it is flat, and free of any obstructions or damage that may cause interference or cause a safety concern.

2.1.1.2. **Fence:** While preferred, the field need not be fenced in or contain a backstop or dugout.

2.1.1.3. **Field size and shape**: Standard softball diamond.

2.1.1.4. **Distance between bases**: 60', measured from the back corner of each.

2.1.1.5. **Distance between home and second:** (as well as from first to third) is 84' 10".

2.1.1.6. **Pitching strip:** In the center of the diamond, 42' 5" from home plate, and directly aligned with the first and third base diagonal line.

2.1.1.7. **Pitching mound**: 6' radius / 12' diameter surrounding the center of the pitching strip and may or may not be indicated using stripes or markers.

2.1.1.8. **Outfield size:** is not specified but is typically greater than 120' from home base.

2.1.1.9. **Safety Base:** Alongside first base shall be a standard size "safety" base, placed 1' to the right of the standard first base, with a designated cone or marker separating the two.

2.1.1.10. **Sidelines:** Extend 10' on the outside of and parallel to the foul lines.

2.1.1.11. **Markers:** Where possible, markers are placed at the outside corner of first and third base, and on the foul lines about 30' behind first and third base, and on both sidelines approximately 40' (2/3) from home plate.

2.1.1.12. **Kicking Zone:** 6' (72") wide indicated by two (2) cones at front of zone. Planted foot must be behind cones and ball must pass between cones when kicked. (See Diagram A)

2.1.1.13. **Game Referee/Game Umpire:** May stop play to correct any improper field set-up and at their discretion may reverse a call or institute a replay.

2.1.1.14. **Protests:** Any protests regarding improper field set up will not be accepted.

2.2. Equipment

2.2.1. **Bases:** Shall be the equivalent of standard softball bases, with home plate being a 17" square with the back two corners cut off, and the bases are 15" squares. These may be three dimensional bags, permanent bases, or the temporary / removable style.

2.2.2. **Ball:** Only the official BSL kickball shall be used in all games, inflated to 10lbs per square inch. The same ball shall be used the entire game, unless agreed upon by both captains to change it.

2.2.3. **Uniforms:** Matching for all participating team members are strongly suggested following the second game of the season, except for substitutes or newly registered

players. There is no penalty for individual players without matching uniforms, however it is strongly encouraged.

2.2.3.1. While teams are welcome to create and wear custom shirts for league play, **Born Sports League strongly encourages the inclusion of the official BSL logo** on all custom apparel. Visibility of the BSL logo helps promote league identity, unity, and community pride across all teams. To request a high-quality version of the logo, please email **info@bornsportsleague.com**.

2.2.4. **Cleats:** Closed toe shoes are always required. Plastic cleat footwear is strongly suggested. Metal type cleats are forbidden.

2.2.5. **Gloves:** Permitted by defensive / fielding players.

3. Players

3.1. Number of Players

3.1.1.1. Each team will consist of no more than 22 registered players.

3.2. Player Eligibility

3.2.1.1. All players must meet the following criteria:

3.2.1.2. Must be 18 years or older

3.2.1.3. Must have signed liability and conduct forms.

3.2.1.4. Must have paid registration fees (or the $10/day substitution fee).

3.3. Team Captain

3.3.1. Each team shall have one official “Captain” representing their team. This “Captain” may be substituted should the registered captain be absent.

3.4. All Players Kick

3.4.1. Each player attending a game shall kick in their respective batting orders. (no sit-outs)

3.5. Number of Fielders

3.5.1. Ten (10) players will play defensively. The determination of which players shall be active, and which shall be “benched” for defensive play for each inning is at the sole discretion of the team captain.

3.6. No Show

3.6.1. Players who no-show, with no warning or contact, twice during a regular season are subject to removal and replacement by the team captain with League Approval. Players removed from a roster for this reason are not eligible for refunds.

3.7. Absenteeism

3.7.1. Players who miss three or more regular season game days, regardless of the reason, are subject to removal and replacement by the team captain with League Approval. Players removed from a roster for this reason are not eligible for refunds.

3.8. Injury

3.8.1. Players no longer able to play due to injury may apply for a pro-rated refund.

3.9. Substitutions

3.9.1.1. May play on any team under these restrictions:
3.9.1.2. Regular season games only (not tournaments).
3.9.1.3. Roster players CAN substitute for other teams for regular season games.
3.9.1.4. Non-roster subs must sign a waiver and pay a $10 “per day” substitution fee prior to playing.
3.9.1.5. The team has less than 8 roster players in attendance.
3.9.1.6. Each team may only have a maximum of six subs during any regular season game, however the number of subs is to not exceed the number of registered players.

4. Teams

4.1. Team Names

4.1.1. While may be suggestive or double entendre may not be deemed offensive or disrespectful in any way.

4.2. Team Events

4.2.1. May organize chat rooms, social media accounts, practices, or events, however, the Born Sports League code of conduct extends to those locations as well and must be followed in the same manner.

4.3. Team Composition

4.3.1. To promote fairness and maximize overall enjoyability for the league, if any one or more of the following conditions are met, a maximum of 50% of the team roster is permitted to remain on the same team in the same division for the following season.

4.3.1.1. The same team (in which over 50% of the team roster from the previous season has carried over to the current season) wins the End of Season Tournament for two consecutive seasons.

4.3.1.2. A team goes undefeated for all played (non-forfeited) games throughout a single season AND wins the End of Season Tournament for that season.

4.3.1.3. Examples of acceptable ways to meet the maximum 50% requirement include.

4.3.1.3.1. The team moves up a division for the following season if a division above their current division exists.

4.3.1.3.2. The team splits into two new teams that both remain in the same division for the following season, and each of the two new teams includes 50% or less of the original team roster.

4.3.1.3.3. The team splits into two teams, in which only one of the new teams remains in the same division for the following season. The new team that remains in the same division for the following season includes 50% or less of the original team roster.

Section III - Kickball Game Play

5. Fundamental Rules

5.1. Games

5.1.1. Consist of 7 innings or 50 minutes. No new innings will be started after the 40-minute mark. Each team gets 3 outs per inning. At the discretion of the Referee/Umpire, the game should start within 10 minutes of original scheduled time, (or within 10 minutes following the conclusion of the previous game.) Following the Referee/Umpire declaring "game time", teams unable to take the field 10 minutes, the team, or teams unable to take the field are scored as a forfeit and the game is canceled.

5.1.1.1. Game Referees/Umpire will utilize the ClickBall app to track scores, the count, innings and official game time. The Game Referee/Umpire controls when the game clock starts and will announce when the game clock has started and begin the clock within the app. An inning ends immediately once the third out occurs and is logged in the ClickBall app. The following inning immediately begins.

5.1.2. **Exception:** Should the game be abandoned as per weather guidelines, or other unforeseen circumstances, it shall be counted as a completed game once past the 30-minute mark, or the completion of the third inning, whichever occurs

first. Otherwise, the game is abandoned and must be rescheduled, to start over with no-scores held over.

5.2. Warmups

5.2.1. Each team is entitled to a 5-minute warm up prior to the game.

5.3. Mercy Rules

5.3.1. If a leading team scores 8 runs in an inning, that half of the inning is over.

5.3.1.1. **Exception**: If it is the last inning of a game, and the losing team is behind by more than 8 runs, then the mercy rule is suspended.

5.3.1.2. **Slaughter Rule:** If a team is up by 20 runs at any point during a game, the game is over, and the teams are assigned the corresponding win / loss.

5.4. Game ending run

5.4.1. If a home team takes the lead at the bottom of the final inning, the game is over immediately, and that team is assigned the win with the corresponding score.

5.5. Ties

5.5.1. Regular season games (and pool play for tournaments) can finish in a tie.

5.6. Home & Visitor Assignments

5.6.1. Determined by a coin toss or Rock-Paper-Scissors shoot out prior to the game.

5.7. Referees/Umpires

5.7.1. Games will be officiated by at least one authorized individual, the Game Referee/Umpire

5.7.1.1. This Game Referee/Umpire may be a professional or volunteer.

5.7.1.2. Should volunteers be utilized, each team is responsible for having available at least one trained and capable referees for assignments throughout the season.

5.7.1.3. Volunteers may not referee games in which their team is participating.

5.7.1.4. The Game Referee/Umpire has jurisdiction of all calls, including game cancelation and final rulings are not subject to protest.

5.7.1.5. All Game Referees/Umpires are under the jurisdiction of the BSL Board of Directors that has final authority over any rule discrepancies or decisions.

5.7.1.6. All Referees/Umpires will use the ClickBall app on their phones to manage score keeping, the count and official game clock.

5.8. Umpires

5.8.1. First base Umpires shall officiate during each regular season game.

5.8.1.1. When assigned, the team must provide a First Base Umpire throughout the season. Failure to provide an Umpire when assigned is subject to forfeiture on the day of assignment.

5.8.1.2. Umpires are responsible for calling close plays at their respective positions; however, the Game Referee/Umpire will have final say on all calls.

5.8.1.3. The first base Umpire is also responsible for score keeping and kicking orders.

5.9. Outs

5.9.1. The definition of what constitutes an out is as follows:

5.9.1.1. A kicker is called out by the count. 3 strikes / 2 strikes and a foul / 4 fouls.

5.9.1.2. A kicker is called out by having a fly ball caught, either in fair or foul territory.

5.9.1.3. A kicker is called out by having a second contact with the ball, outside of the kicking box.

5.9.1.4. A runner is out when they are hit / tagged with the ball while not on base (Except to the head or neck, whereas the "hit" is invalid and play continues – See 5.9.1.13).

5.9.1.5. A runner is out when they do not reach the next base prior to the ball / baseman having control of the ball while touching the base. This only occurs when running to first or if the runner is forced to another base. If not forced, the runner must be tagged/hit with the ball.

5.9.1.6. A runner steps from a base or over runs a base and then is tagged or hit with the ball. (Except a first base over-run)

5.9.1.7. A runner leads off a base before a ball is kicked (can be called out by the Umpires or Game Referee and does not require a defensive play).

5.9.1.8. A runner does not return to a base (tag up) following a caught fly ball, prior to advancing. This does require a defensive play of either tagging the player or returning the ball to the original base before the runner arrives back to tag.

5.9.1.9. A runner running outside the baseline, more than 4 feet to avoid being tagged (not including a natural rounding curve).

5.9.1.10. A runner or other offensive player commits an unsafe or unsportsmanlike action such as, but not limited to, intentionally interfering with a play, or running/sliding into a base player.

5.9.1.11. Ties are called in favor of the runner.

5.9.1.12. A caught ball may touch the ground while in possession and control of a catching fielder and will still be considered an out.

5.9.1.13. Balls hitting a runner above the shoulders (to the head or neck) are not considered an out, and play continues (unless the player is sliding, has fallen, was "ducking" or intentionally deflecting the ball with the head / neck).

5.9.1.14. Any runner that is off their base at the release of a pitch is automatically out.

5.9.1.15. A player kicks out of order (as determined by receiving the first pitch).

5.9.1.16. A runner slides into first or does not use the safety base (after a warning).

5.9.1.17. Third out runs only count if the third out is not forced nor a caught fly, and the runner scores prior to the third out being called.

6. Offensive Play

6.1. Kicking Order

6.1.1. All teams must present a kicking order during warm-up, prior to the beginning of the game.

6.1.2. **All players must kick**: In the order as presented for that game. If a player does not or cannot kick, they cannot play.

6.1.3. **Kicking orders:** must be completed and given to the first base umpire and/or game referee/umpire prior to the beginning of the game.

6.1.4. **Players kicking in the wrong order:** (as determined by the first pitch) are considered an automatic out. This can be pointed-out by the opposing team or may be called out by the first base umpire, or Game referee/umpire without the use of a challenge.

6.1.5. **Late players:** can be added (or subtracted) to the line-up up until the game reaches the bottom / last player in the lineup. At that point (top of the lineup) the lineup is frozen, and any adjustments or deviations from that point constitutes an automatic out. (With the exception of injury)

6.1.6. **Injuries:** Players unable to kick due to injury must sit out the remainder of the game, as well as any subsequent games held the same day. There is no automatic "out" for injured players no longer kicking.

6.2. Kicking

6.2.1. A kick is defined by a forward movement by the leg and foot.

6.2.2. **Below the knee:** Only kicks occurring below the knee are legal. All others are considered fouls.

6.2.3. **Bunting:** bunts are legal; however, the foot must have forward motion when kicking.

6.2.4. **Kicking zone:** All kicks must occur with at least a portion of the planted foot behind the two (2) cones at the front of the zone. The kicking foot/leg may extend outside of the zone while completing the kick. Kicks where the planted

foot is in front of the zone are considered illegal kicks and will be a foul ball that may be caught for an out unless the umpire has called a strike or ball prior to the kicker contacting the ball. Base runners may not advance on foul balls caught from an illegal kick.

6.2.5. **Trapped or "stopped" balls:** Are not legal and will be considered a foul ball.

6.2.6. **A Double Kick:** Inside the zone is an illegal kick foul (that can be caught for an out). Outside of the zone is considered an out.

6.2.7. **Stationary Foot/Leg**: A ball hitting a stationary foot/leg does not constitute a kick or attempted kick, and the pitch is whatever the Referee/Umpire called prior to hitting the kicker.

6.3. The Count

6.3.1. Each player may receive a total of no more than 9 pitches. (2 strikes, 3 fouls & 3 balls is a full count of 8, the next pitch is the ninth, and determines the kicker's outcome.)

6.3.2. **Three strikes are considered an out**. A strike is any attempted kick that does not come in contact with the ball, or a pitch that is within the strike zone, but not kicked.

6.3.3. **Fouls:** Are not considered strikes, except in the case of a two-strike count (see c) Four foul balls are an out.

6.3.3.1. A Kick that flies past 1st or 3rd base is called fair or foul based on where it first touches ground. (A ball is fair if any portion of the ball touches the line.)

6.3.3.2. A Kick that rolls or bounces into foul territory prior to passing 1st or 3rd base and prior to any defensive player making contact, is considered foul. (Conversely, a rolling or bouncing ball that remains fair as they pass 1st or 3rd base is considered fair regardless of where it ends up after that.)

6.3.3.3. Legally kicked foul balls are considered "live" and can be caught for an out.

6.3.3.4. If a legally kicked foul ball is caught, runners may advance at their own risk if they have tagged up.

6.3.3.5. Foul balls caused by an illegal kick (above the knee or taking place anywhere outside of the box as defined by the planted foot) can be caught for an out. However, the play is not live, and runners cannot advance.

6.3.3.6. Any ball that touches a defensive player while both are in fair territory, is considered fair, regardless of whether the ball subsequently landed or traveled into foul territory.

6.3.4. **Two-Strike Count**: After two strikes, the next foul ball will then be considered a strike and the kicker is out.

6.3.5. **Four Balls:** is a walk. One base is awarded to the kicker.

6.3.5.1. A pitch is a ball if no portion of the ball crosses the strike zone.

6.3.5.2. A pitch is a ball if the ball crosses through the strike zone at a height greater than 6" as measured from the bottom of the ball.

6.3.5.3. Any pitch bouncing less than twice upon entering the strike zone. (Should the second or subsequent bounce occur inside the strike zone it will not be considered a ball).

6.3.6. **Intentional Walks:** Either by a pitcher "call" and no balls need to be pitched, or after four pitched balls with no other called pitches. (0-0-4 count). The kicker is then awarded 2 bases and other baserunners proceed only as forced.

6.4. Replacement Runners

6.4.1.1. Permitted

6.4.1.2. One per team, per inning.

6.4.1.3. Kicker must successfully make it to first base before the substitution occurs. Replacement runners replace the base runner at first base (or subsequent bases in the case of injury).

6.4.1.4. The Replacement runner is the last player out, or, the one prior, should that player already be running. If during the first inning with no outs, the last player on the kicking order shall be the Replacement runner.

6.5. Safety Base

6.5.1.1. Runners must use the safety base while running to first base.

6.5.1.2. After one warning, they will be considered out if not used.

6.5.1.3. Runners may overrun first base and not tagged out, if no attempt is made to advance

6.5.1.4. Once a runner changes direction to advance to second, they are subject to being tagged out.

6.5.1.5. First base may be used by runner only if the baseman is blocking the safety base.

6.6. Base Coaches

6.6.1.1. Permitted alongside first and third base, one each

6.6.1.2. May not touch or physically assist a baserunner in any way during active play.

6.6.1.3. Contact (Hugs, High-Fives, etc.) is permitted only after time has been called ending active play.

6.6.1.4. Any interference with active play, either physical, or by blocking the view of the Referee/Umpire, will result in a call against the offense. IE: Runner is out on the play.

6.6.1.5. Only registered team members, regardless of their playing status in that game, may act as a base coach.

6.7. Backstop Player

6.7.1.1. The on-deck kicker shall be positioned to be a non-active player.

6.7.1.2. This position's sole purpose is to return the ball to the pitcher or Game Referee/Umpire.

6.7.1.3. After one team warning (for not having a backstop player in position), all pitches until this player gets into position shall be counted as strikes (including fouls).

6.7.1.4. This non-active, "backstop" player may not assist in any way, including verbal coaching to the kicker as to the status of the pitch. After one team warning, any infractions will automatically register the pitch as a strike (including fouls).

6.7.1.5. Any interference by this "backstop" player in active play will result in a call against the kicking team on the interfered play.

6.8. Dugout & On Deck

6.8.1.1. Kicking team must remain in the dugout or similarly designated area.

6.8.1.2. **Exception:** The on-deck kicker shall be behind the Game Referee/Umpire (see 6.7).

6.8.1.3. **Exception:** One first base and one third base coach may be in position (See 6.6).

6.8.1.4. **Exception:** One team captain or surrogate may be on sidelines / outside of the dugout.

6.8.1.5. **Exception:** The double deck kicker shall be outside the dugout, on the sidelines, prepared to replace the backstop player.

6.8.1.6. **Exception:** Players may be outside the field / outside of the sidelines.

6.9. Baserunning

6.9.1. **Baselines**: Runners must run within the baselines except for "rounding" which may naturally occur in the normal occurrence of base running. A variance of 4' will be considered acceptable.

6.9.2. **Lead off:** Runners may not lead off and can only advance once the kicker makes contact with the ball. Any runner off base at the time of a pitch is considered out. (5.9 l)

6.9.3. **Tagging up:** Runners who left the base after contact with the ball, must return to that base and tag up for any caught fly ball. Runners may then advance upon the initial first contact by a defensive player and need not wait until the completion of the catch.

6.9.4. **Foul Fly Balls:** Runners may advance, after tagging up, at their own risk following a caught foul fly ball, except in the case of an illegal kick, foul ball. (See 6.3 E3)

6.9.5. **Stealing Bases:** Prohibited. Base running may only occur during active play, following a kick.

6.9.6. **Displaced Base:** The runner is safe when they are in contact with the original location of the base, at the Referee/Umpire's discretion.

6.9.7. **Sliding:** Permitted at the runner's own risk at second, third or home (not first).

6.9.7.1. Feet must be pointed down.

6.9.7.2. Hands first sliding is permitted.

6.9.7.3. If a runner is perceived to be sliding with the intention of interfering a defensive play or endangering other players, that player is out, and is against BSL sportsmanship guidelines and may be subject to disciplinary actions.

6.9.8. **Touching Home Plate:** Runs only score when the runner touches home plate. A missed home plate at the end of active play (as called by the referee/umpire) results in no run scored and the player being called out.

6.10. Overthrows & Interference Rules

6.10.1.1. All base runners at the time of occurrence are limited to, but not guaranteed, a maximum of one extra base.

6.10.1.2. **Overthrow**: is defined as a ball thrown (kicked or deflected) to a first or third base player that is not caught and subsequently goes beyond the sidelines (2.1 j).

6.10.1.3. **Exception**: A ball thrown directly at a runner, is not subject to overthrow rules.

6.10.1.4. **Interference**: Interference is defined by any ball leaving the playing field, entering another active playing field, or coming in contact with any obstruction, (non-playing) person, or entity that could stop or change the direction of the ball or hamper the defensive players' ability to field or have access to the ball in any way. This includes tents, dugouts, trashcans, cars, chairs, stands, spectators, trees, pets, etc. Interference is at the discretion of the Game Referee/Umpire and the play continues until the Game Referee/Umpire stops play.

6.10.1.5. **Bounce backs**: A ball hitting any of the field enclosure, vertical fencing, and remaining or bouncing back into the field of play is not considered interference. If a fair ball is kicked and hits the outfield dividing net or the back fence, the ball will remain live and play continues.

7. Defensive Play

7.1. Number of Field Players

7.1.1. Maximum 10 players. Minimum 8.

7.1.2. **Mandatory**: These must include a pitcher and a catcher.

7.1.3. **Positions**: Are 4 outfielders, 3 base players, 1 short-stop, a pitcher, and a catcher.

7.1.4. **Non-active Players**: All players not taking the field, except the captain or captain surrogate, must remain in the dugout or off the field for that inning.

7.1.5. **Base Players**: Must always avoid the baselines as the base runner has the right of way. Interference or contact with a runner at any time is considered an infraction against the base player. This also includes active plays where the base player cannot stand on or block the base. After one warning, the base player may be subject to disciplinary actions.

7.2. In-Game Substitutions

7.2.1.1. Players already in the field may switch positions under these guidelines.

7.2.1.2. **Players**: No substitutions from the bench. The players must already be in a fielding position.

7.2.1.3. **Limit:** This may occur only once per team, per inning.

7.2.1.4. **Injury**: In case of injury, any player may be substituted by any active player on the team's roster for that day.

7.2.1.4.1. However, injured players that require a substitution must sit out the remainder of that inning, as well as the following inning, and cannot field nor kick during that time.

7.2.1.4.2. Their "skip" in the kicking order does not constitute an automatic out, nor does their injury count toward the one per inning maximum.

7.2.1.5. **Injury Guidelines**: Injury substitutions are subject to sportsmanship guidelines and may be open to disciplinary action should the Game Referee/Umpire deem the injury claim to be false or overstated.

7.3. Pitching

7.3.1.1. There are no restrictions as to pitching style (underhand, overhand, side arm etc.)

7.3.1.2. **Warm Up**: Each pitcher is entitled to two warm-up pitches, only once per game.

7.3.1.3. **Foot Location**: Ball must be released while at least one foot is on or behind the strip.

7.3.1.4. **Bounces**: Legal pitches must bounce at least once prior to entering the strike zone. (The second or subsequent bounces are subject to strike zone requirements: see 7.3)

7.3.1.5. **Location**: Pitches can occur to the side of the strip, but still within the mound circle (see 7.4) and must still be released with at least one foot at or no closer to home plate than the location of the strip.

7.3.1.6. **Illegal Pitches**: Are considered balls. However, a kicker may elect to kick an illegal pitch, and if so, the play becomes active, and the results stand as it proceeds.

7.3.2. **Strike Zone**: See *Diagram A*

7.3.2.1. **Zone**: Any portion of the ball crossing within the strike zone is considered a strike.

7.3.2.2. **Height**: The ball, while in the strike zone, must be less than 6" in height to be considered a strike, as demarked by the kicking box cones.

7.3.2.3. **Bouncing**: A bouncing ball is still considered a strike if it lands / hits the ground, in the strike zone.

7.3.2.4. **Width**: Strike zone is 41 inches across (demarked by the flat markers set 12" on either side of the 17" home plate).

7.3.2.5. **Depth:** Strike zone is 17", starting from the front of the plate to the back of the plate.

7.3.3. **Pitcher's Mound / Active Play**: 6-foot radius / 12-foot diameter encircling the pitching strip.

7.3.3.1. **Marked**: This may or may not be marked with dirt, stripes, or other markers in which case it is at the Game Referee/Umpire's discretion.

7.3.3.2. **Ending Active Play**: Play ends once the pitcher has control of the ball and is within the pitcher's mound – and the Game Referee/Umpire calls "Time".

7.3.3.3. **Runners in Motion**: Runners advancing and are more than halfway toward a new base at the moment "time" is called are awarded the base. No other advancements, or play may occur once "time" has been called.

7.4. Catcher's Position: See *Diagram A*

7.4.1. Starting Position: The catcher may start behind or alongside, (but not in) the kicking box, advancing with, but not further ahead of the kicker. IE: May only start out as far forward as the kicker, except in the case of a kicker lining up behind the box, in which case the catcher may start alongside the back corner of the box.

7.4.2. **Kicking Box**: The catcher may not enter the kicking box in front of the kicker.

7.4.3. **Entering the Field**: The catcher may only cross the forward edge of the kicking box once the ball has been kicked or the Referee/Umpire calls the pitch.

7.4.4. **Interference**: Any interference by the catcher on the ability of the kicker to contact the ball is prohibited and the kicker will be awarded a base hit.

7.5. Advancing the Plate: Permitted under these circumstances.

7.5.1. No player can advance forward of the pitched ball.

7.5.2. The pitcher may advance up to 6 feet in front of the plate.

7.5.3. Third base player may also advance and may be positioned no closer than 2/3 of the way between 3rd base and the plate, prior to the pitch being released.

7.5.4. Third base player may advance as soon as the pitch is released but may not advance more quickly than the pitcher. Must stay equal to or behind the advancing pitcher.

7.6. Infield Fly Rule

7.6.1. There is no infield fly rule. A player may intentionally miss a fly ball to make a double play.

8. Time Outs & Challenges

8.1. Team Captains

8.1.1. Only team captains may challenge calls. Team players arguing, questioning, or challenging any call are subject to disciplinary policies.

8.2. One Per Game

8.2.1. Captains get one official challenge per game. A captain attempting to challenge additional calls during a game will be penalized one run per attempted challenge.

8.3. Time Stop

8.3.1. Time shall be stopped for a maximum of one-minute per challenged call.

8.4. Rules Questions & Clarifications

8.4.1. Captains may request a rules clarification, once per inning, that may or may not change a call, but it shall not count as an official challenge. Time does not stop under these circumstances.

8.4.2. Rules Disputes

8.4.2.1. Should any Player, Captain, or Team disagree with the interpretation, application, or enforcement of these Rules, they must notify the Kickball Director within a reasonable timeframe of the event giving rise to the dispute.

8.4.2.2. On-Field Disputes. Any dispute regarding gameplay, scoring, rule interpretations, player conduct, or other on-field matters must be raised before leaving the venue on the day of the match.

8.4.2.3. Administrative Disputes. Any dispute regarding standings, roster eligibility, substitutions, disciplinary actions, scheduling, or other league administrative matters must be submitted within forty-eight (48) hours following the conclusion of the match or event giving rise to the dispute.

8.4.2.4. Failure to raise a dispute within the applicable timeframe constitutes acceptance of the ruling and waives the right to contest the matter.

8.4.2.5. The Born Sports League Board of Directors shall have final authority regarding all rule interpretations, disputes, and appeals. All decisions of the Board are final.

8.5. Intentional Delay of Game

8.5.1. Not permitted under any circumstances and may be subject to game penalties (outs/runs) or disciplinary actions.

8.6. Time Outs

8.6.1. There are no "Timeouts" per se', however the following are permitted.

8.6.1.1. **Internal teaching moments**: Captains may request a brief pause in the game to answer players' questions, to clarify rules, or to give instruction. These shall be requested between active plays, and then approved by the Game Referee/Umpire. These shall last less than 30 seconds.

8.6.1.2. **Injury Time**: Should an injury occur; the Game Referee/Umpire may pause play to assess the situation or allow assistance to a player.

8.6.1.3. **Ball Recovery:** Should the ball be kicked outside the play area and require retrieval, the Game Referee/Umpire may pause play to allow retrieval of the game ball.

Section IV - Kickball Tournament Regulations

9. Tournament Details

9.1. Timing

9.1.1. Following each regular season, and on special occasions, Born Sports League may host a special kickball tournament under these guidelines.

9.2. Rules

9.2.1. Tournaments shall follow the same on-field rules and regulations as the regular season. See Sections 1-3.

9.3. Eligibility

9.3.1. To play in the tournaments, each player must qualify under these guidelines.

9.3.1.1. **Play on a competing team**: As a regular roster player.

9.3.1.2. **Tournament Substitutions:** When a team has less than the required 8 players, as many as two subs may be allowed for the team to meet the minimum requirement of 8. Should additional roster players arrive late,

the sub or subs will be removed and be replaced by the regular roster players in the game and in their spot in the line-up.

9.3.1.3. **Roster Replacement Players:** After a season begins, if a player has been removed from a team's roster either by injury or by any other reason, that player may be replaced by another player added to the roster. Roster replacements cannot occur after the halfway point of the regular season.

9.3.1.3.1. The player "dropping off" of the roster does not receive a refund.

9.3.1.3.2. The replacement player must pay the full, regular season registration fee, minus any substitution fees paid, had they played previously on the same team during that season.

9.4. Seeding

9.4.1. Tournament seeds will be based on regular season (or pool play) placings.

9.4.1.1. **Two-way ties are broken**

9.4.1.1.1. First by direct Game-to-Game record.

9.4.1.1.2. Then, if the same, by who most recently won, Game-to-Game.

9.4.1.1.3. Then, if the same, by run differential among all competitors, from the regular season.

9.4.1.1.4. Then, if the same, by coin toss.

9.4.1.2. **Three-way (or more) ties are broken**

9.4.1.2.1. First by direct Game-to-Game records.

9.4.1.2.2. Then, if not broken among all teams, by run differential among all competitors, from the regular season.

9.4.1.2.3. Then, if still the same, by coin toss.

9.5. Game Tie Breakers

9.5.1. There are no ties in tournament play (non-pool games). Games ending at regulation time / innings in a tie shall be broken using the "Kansas City" tie breaker method.

9.5.1.1. For each extra inning, the last player out starts on second base.

9.5.1.1.1. Three outs.

9.5.1.1.2. Team that breaks the tie at the completion of an inning wins.

9.5.1.1.3. There are no time or inning limits.

9.5.1.1.4. One pitch-rule is in effect.

9.5.1.1.4.1. One Ball = Walk

9.5.1.1.4.2. One Foul = Out

9.5.1.1.4.3. One Strike = Out

9.5.1.1.4.4. One Illegal Pitch = Walk

9.5.1.1.4.5. One Illegal Kick = Out

9.6. Home Team

9.6.1. Higher seed team is "Home" team and shall field first.

9.7. **Tournament Bracket**

9.7.1. Utilize a single elimination format.

9.7.1.1. Highest seed plays lowest seed.

9.7.1.2. Second highest plays second lowest seed.

9.7.1.3. Third highest plays third lowest, etc…

9.7.1.4. The BSL Board of Directors along with the BSL Kickball Director reserve the right to organize the tournament into divisions at their discretion, based on the results of the regular season.

9.8. **Divisional Play**

9.8.1. BSL may elect to break tournament play into one or more divisions depending on participating teams. This shall be announced at least 24 hours prior to the start of the tournament.

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January 17, 2022 Revision Notes: Section 9.3 has been updated for clarity.

May 4, 2022 Revision Notes: Section 6.2.C has been updated for clarity.

December 21, 2022 Revision Notes: Section 4.3 has been added for fairness and league enjoyability.

February 7, 2023 Revision Notes: Section 5.1 updated to include the 10 minute rule.

August 29, 2024 Revision Notes: Section 2.1 kicking zone has been redefined.

August 29, 2024 Revision Notes: Section 6.2 kicking zone has been redefined.

February 18, 2025 Revision Notes: Section 1.8 disciplinary policies have been redefined.

September 15, 2025 Revision Notes: Section 5.7 addition of policy regarding ClickBall being the official referee app of the league

September 15, 2025 Revision Notes: Section 8.6 addition of policy regarding ball recovery

September 15, 2025 Revision Notes: Section 5.1 clarification of rules regarding the use of ClickBall app and how it impacts the game clock and when an inning ends/beings

September 17, 2025 Revision Notes: Section 5.7 updated wording for who has jurisdiction over umpires from “head referee” to “board of directors”

June 18, 2026 Revision Notes: Section 6.10.1.4 updated rule for new venue having a dividing net in the outfield.

June 24th, 2026 - Added 8.4.2

October 9th, 3.9.1.3 Revised rule change that roster players CAN substitute for other teams during regular season games only (not tournaments)
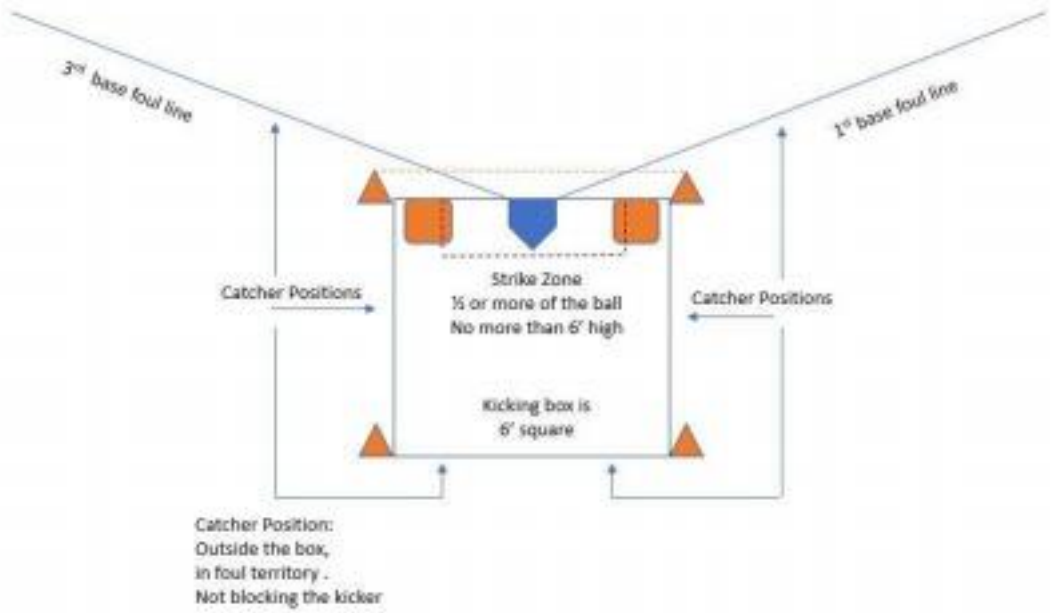
Diagram A
Kicking Box – Strike Zone – Catcher Positions