

# fun with friends sports *kickball rules*

## 1 – SPORTSMANSHIP

**A.** This rule is the most important. Everyone is here to have fun, meet new people, play sports, and partake in events. Be respectful and conscious of your actions. We take this rule very seriously, as members of FwF Sports we expect fun and inviting games full of sportsmanship and good will. Anyone found to be harassing, threatening, or otherwise a detriment to the FwF standard, will be removed from the game immediately, and further discipline will be enacted post game to the extent of suspensions or league banishment.

**B.** Any player that is suspended or removed from the league will not receive compensations for games not played. \*\*\*Harassing, threatening, or attitude detrimental to FwF includes, but is not limited to, unnecessary roughness, fighting, verbal confrontations, threatening harm, and excessive arguing causing play stoppage. Officials have the discretion to determine if any of the above or other situations might violate FwF standards.

## 2 – GENERAL RULES

**A.** These set of rules are for the 6-10 year old division in 2023.

**B.** We play 60 minute games or 7 innings, whichever comes first. No new innings will begin after the 50 minute mark.

*See Section 4 Rule G, H and I for more information on game clock*

**C.** Regular season games can end in a tie. Playoffs will not end in a tie.

**D.** All games will start promptly at the designated time unless the league itself is on a delay. There will be no allowance for players on their way, or away from the field. However, we do give a few minutes for teams to get ready, prior to games starting. The players that are on the field at game time will be permitted to play the start of the game. Player(s) causing a delay of the start of a game (who show up late) will not be allowed in the game until the the current inning changes, if play has began. Teams can pick-up the permitted amount of subs to start the game. These subs will then come out of the game once their rostered player arrives.

*See Section 3 Rule D for more on substitute players*

**E.** Any stoppage in play due to official call review/discussion will not be taken out of time of play. Any stoppage of play that is caused by players will act on a continuous clock.

**F.** NO METAL CLEATS - if you are caught wearing metal cleats you will be asked to exit the game and change shoes. Metal cleats for kickball are a safety hazard.

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**G.** Teams need to be uniformed, in some fashion. Even if it simply means wearing the same color shirts. We do include FwF Sports team color shirts with registration and encourage players to wear that. There is no penalty for not matching. It is just preferred to keep the team spirit and it helps our umps make better calls.

**H.** Only adult Captains or Co-Captain can question calls.

**I.** Umpires will only call if a ball is foul. If nothing is said, the ball is considered fair and live.

## 3 – PLAYERS

**A.** Each game can be played 11 vs 11 with each team fielding 4 outfielders, 4 infielders, a pitcher, and a catcher. The 11th player is allowed to float between infield/outfield. The adult pitcher counts as a player in this.

See “fielding” section.

**B.** The adult captain/coach will be all-time pitcher. The adult pitcher does NOT field the ball. You will want an additional player near the pitcher to field that area.

**C.** 6 players from the scheduled team’s roster is the minimum requirement to play with for an actual game. If there are less than 6 people from said team, the game is a forfeit, but you can still play for fun.

**D.** Each team is allowed to pick-up substitute players in the regular season. **3 substitute players allowed per game. No subs will be allowed for the playoffs.** Alternates must be registered with the league (any sport) OR must sign a waiver prior to playing. They can do this online at [fwfsportsknoxville.com/youthkickball](http://fwfsportsknoxville.com/youthkickball) by simply creating an account. **\*If a player is hurt during a game, then their team does not have to take an out and a sub can also enter for them even if they make the 4th sub. This is only for an in-game injury\***

**E.** If you pick a player up to fill-in due to a player running late, once that player has arrived they are to replace the pickup player once a new inning begins.

**F.** You may not pick a sub if you have 10 players present. The players on your roster must play unless injured. You cannot have a rostered player sitting out so you can pick another player up.

**G.** You can only sub up to the minimum amount needed to field. For example, if you have 8 players then you can only get 2 subs to make 10 plus 1 adult captain.

**H.** If a team attempts to begin a regular season game with more subs than allowed, the players in question will be removed from the game with nobody able to take their spot, upon first violation. Upon second violation, players will be removed, and the captain will be removed from the team roster for the remainder of that game and the following game. Third violation will see players in question removed, and the captain removed from the roster for the remainder of the season.

## 4 – KICKING

**A.** Not everyone has to play in the field, but everyone must kick. Create a kicking order at the

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beginning of the game, and maintain it throughout. There is no requirement for alternating gender. Your kicking orders are up to you, but make sure everyone kicks, and in order of the lineup. Any player who shows up late, after the game begins, must be placed at the bottom of your kicking order. If a player kicks out of lineup order, and are caught by the fielding team, they will be called out once the ball is pitched. If they are not caught by the next kick, play will continue.

**B.** In order to file a complaint with the umpire about kicking order, lineups must be exchanged prior to the game. Without an exchange for lineups, complaints about kicking out of order will not be heard and difficult to prove, thus play will continue.

**Lineups MUST be exchanged, via the umpire, in playoffs prior to the game starting.**

**C.** Each player will start their kick with no balls or strikes. 3 strikes count as an out. 4 balls results in the kicker advancing to first base. Fouls count as strikes when 0 or 1 strike. With 2 strikes it would have to be third foul to be an out.

**D.** Pitches must completely cross in the strike zone/box and pass the home plate. If it stops before crossing home plate area, it's a ball.

**E.** Pitches must not bounce more than 6 inches from the ground when it gets to home plate. Any pitch that touches any of the strike zone lines is considered a strike as long as it completely crosses the home plate, as stated above. Please do not argue ball/strike calls as they will not be reversed once called by the umpire.

**F.** Mercy Rule/Survival Rule is set at 20 runs. If your team falls behind by 20 runs or more by the end of an inning (not half inning, full) prior to going into the last inning, then the game will be called. If a team is up by 20 runs before the 3rd out or before a 6th run is in that inning, that half inning will be over. In the event that the home team is down by 20 runs, they will still get a chance to kick. Teams can continue play for fun/practice but the score will be set and ump will take a break.

**G.** All innings will have a 6 run limit except for the last inning which is unlimited runs.

**H.** The Survival Rule is applied to the last inning. We will have no run limit to allow for epic comebacks! This will go into effect once "last inning" is called by the umpire. Last inning is the final inning allowed via time and might not be the 7th.

**I.** The kicking player's plant foot must be entirely behind the line at the front of the kicker's box when the ball is kicked. If the foot is on or in front of the line, the ball will be called foul. Like with any foul ball, it can be caught and counted as an out. (see Section 4, Rule D).

**J.** Base runners must make sure they touch bases. If they miss a base, the defense can take the ball, touch that base or player and the player is out. If a runner behind the player who missed the bag touches the bag the lead runner missed, the lead runner will be called out. The umpires will do their best to watch this, however, do not argue if the call is missed. The umpire will not point this out if it happens.

**K.** Players running to first base must run to the orange safety base and NOT first base. This

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is to avoid collisions. Teams will be allowed an additional warning for the first 2 game that they play. After this, it will be a single warning to the entire team and then an out if it continues. If the first base must take the safety base to avoid a collision, then the runner can take the first base. Runners are allowed to use first base if trying to advance to second.

*See Section 5 Rule M for more*

**L.** If a ball is kicked in fair territory but bounces or hits off of any obstruction (example, a tree or a fence) then it is still fair and in play. Softball field – If the ball bounces or goes over the fence in the air, it is an automatic double if in fair territory. Open field – If a ball is caught after hitting or falling through a tree, it does count as an out.

## 5 – FIELDING

**A.** There is no infield fly rule for kickball. If you do not know what that is, perfect. If you do know what that is, and you choose to attempt to drop a ball on purpose for the intent of initiating an advantageous situation, the referee has full discretion to advance all runners. Example, a controlled drop will be considered a catch. Best efforts only!

**B.** A person may be thrown out on the base paths, if the ball strikes them between the shoulders and feet. However, if a player is contacted in the head, the runner will be ruled safe. If the runner lowers their head, or otherwise moves their head to initiate contact, the runner will be deemed out.

**C.** Pitches must not bounce more than 6 inches off the ground when it gets to home plate.

**D.** Pitches that are too fast or attacking may also be called a ball no matter when it crosses the strike zone. Balls must be pitched under handed, as no pitches can be thrown side armed/overhanded. The ball also may not spin more than a few inches when approaching a kicker. First warning of a pitch being too fast, thrown side/overhand, or too much spin is just a warning to the pitcher, the second is a ball, and following warnings may result in a free base to the kicker. Please do not argue ball/strike calls as it delays games and won't be reversed.

**E.** Any pitch that does not cross the strike zone will be called an automatic ball. Pitches that stop on or before the plate are considered to not cross, thus being balls.

**F.** Any pitch that touches any of the strike zone lines and passes past the plate is a strike.

**G.** Pitchers can pitch from anywhere in the circle as long as both feet stay inside the circle. Pitchers must not pass the line from 1 st to 3 rd with their feet in the performance of their pitch. Pitchers will be given a warning on first offense, an automatic ball on second offense, and a walk on exceeding offenses. Other players cannot be in the circle when the ball is being pitched.

**H.** For time to be called to stop play, the pitcher must have the ball.

**I.** Any ball touched by the defense in fair territory prior to it touching the ground will be fair and in play. Even if it bounces off of the player and goes out of bounds.

- J.** The catcher must remain at the back of the kicking box until the kicker makes contact with the ball. The catcher must be on the opposite side of the kicker in the corner as to not interfere with the kick, until contact is made with the ball. The catcher does NOT have to stand behind the kicker.
- K.** Only two additional fielders are allowed to play on the line from first to third base in addition to pitcher, 1B, and 3B. Fielders playing on this line must NOT cross it or move until the ball is kicked. See more on that below.
- L.** Fielders attempting to make an out at 1st base may only use the fielder's base to make an out, unless an errant throw takes the fielder into the path of the runner. In that case, the fielder may tag the outside (safety) base and the runner can use the inside base to avoid a collision.
- M.** Defensive substitutions are permitted (see prior rule on subs).
- N.** All fielders must be in the field of play until ball is kicked or they are not eligible that play. If the attempt to make a play, all runners and/or kicker will automatically be called safe.
- O.** The kicking team can not intentionally touch, yell at, or severely interfere, with a fielder making a catch. If they do, their runner/kicker will be called out even if the fielding team drops the ball.
- P.** If a ball is kicked foul and caught by the defense, it's an out. If an attempted catch is dropped, it's foul.
- Q.** If a ball is thrown or knocked into foul territory by your own team while trying to make a play, it is still live. Unless it goes over a fence, into a crowd and deemed unretrievable, etc. Then the ump will call a dead ball and the runners will advance one base from the previous touched base.
- R.** A run does not count if the 3rd out is a force out or catch. The run will count if the 3 rd out is not a force out if the runner scores before the 3 rd out is made.

## **6 – RUNNING**

- A.** The Tag Up rule is in effect. Runners will be called out if the ball is caught in air and they do not tag-up before advancing bases.
- B.** No stealing or leading off. First offense of leading off will be a warning. Second offense in the same game will result in the player being called out who lead off.
- C.** We highly discourage head first sliding due to safety issues. All slides that are considered to be an attempt to initiate contact with another player, and not a legitimate move toward the base, will be deemed out.
- D.** Any player found to initiate unnecessary contact will be called out, and possibly ejected from the game under the FwF sportsmanship rule.
- E.** Runners to first base must use the safety base to the right of the bag.

F. Teams are allowed 2 pinch runners per inning. This runner must not be on base when it's their turn to kick otherwise they will be called out.

## 7 – OTHER POLICIES

A. All captains will be notified if there is a rain out, or games are called due to extenuating circumstances. These games will be made up prior to or at the end of the season, prior to playoffs. Makeup games could include playing in double headers if time permits.

B. Any player that is injured to the point where they must be removed from active play on offense is not permitted to return to the game.

## 8 – MISCELLANEOUS

A. Winning team will get custom FwF Championship Medals!

B. There is a captain's chat for quick communication. The captain should relay this information.

C. FwF provides everything you will need to play. We encourage cleats but they are not mandatory.

D. A forfeit score will be 0-10

E. League standings are based on win, loss and tie record first. Runs scored are used to for tie-breakers. If a further tie-breaker is necessary in case a team is tied on record and runs scored, runs allowed break that tie.

### **CONTACT INFORMATION:**

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