

2019 Jersey Club Sports Kickball Rules

1. THE #1 RULE IS TO HAVE FUN!!!
 2. NO arguing with the referee. The referee or field manager reserves the right to remove any players from the game or league if he/she is unsportsmanlike or intoxicated.
 3. Alcohol is NOT permitted at the field at any time. If alcohol is found you will be removed from the league. Smoking is not permitted anywhere in the park. (new NJ law)
 4. Sneakers must be worn on the Challenger Field. No cleats. Cleats are allowed on the turf field (no metal spikes). No flip-flops or men's or women's shoes are permitted.
 5. All players must wear their Jersey Club Sports t-shirt. No exceptions.
 6. Subs- Subs are only allowed when you are missing a rostered player. You cannot have a male sub for a missing female.
 7. Each non-roster sub- \$10 per sub fee per game and must register online before the start of the game. Subs can only play a max of 3 games. Subs do not wear team shirts.
 8. NO subs will be allowed during the playoffs.
 9. Everyone kicks.
 10. INNINGS: A regulation game is 7 innings or 50 minutes, whichever comes first.
 11. SCORING: A tie game after 7 innings or 50 minutes will be declared a tie unless, time permitting, both captains and the umpire agree to continue play.
- Mercy Rule: If a team is up 15 runs after the 5th inning, the losing team can have the option of ending the game or continue to play.**
12. **COED RULES: 10 fielders (6 men, 4 women). You can play with 7 players but you must have at least 2 females in order to not forfeit. If you only have 2 female players, your team will take on automatic out, when that female spot in the lineup occurs.**
 13. PLAY: This game is based on softball with some added rules. Ex: Infield fly rule - . **An Infield Fly** is a fair fly ball (not a line drive or ground ball) that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third (bases loaded) and less than two outs.
 14. A game that is called off after 3 complete innings is considered a regulation game.
 15. If a game is called off before 3 innings every attempt will be made to make up the game.
 16. If the game is unable to be made up the game will be considered a tie.
 17. There is a 7-run limit per inning except in the last inning where no limit exists. We can't control the weather! We HATE canceling games!!! Jersey Club Sports reserves the right to shorten a season due to excessive rainouts. We will try to make up each game to the best of our ability. We will try to extend the

season to make-up games or will reschedule games on another day. If we have more than 2 rainouts the games season will be shortened.

18. All forfeits must be made by 12pm the day of the game for weeknight leagues. If a team forfeits after that time there will be charged a \$25 fee. The \$25 fee must be paid the following week after your forfeit.

19. Weather- we will make a decision 1 hr before the start of the first game. Since we can't control the weather, we may need to cancel games at the last minute.

Fielding:

- The defense consists of a Pitcher, Catcher, 1B, 2B, SS, 3B, and 4 outfielders.
 - Outfielders must stay at least 10 feet away from the infield (behind the white line separating infield from outfield) until the ball is kicked.
 - Infielders (including pitcher) must be behind the first 1st to 3rd diagonal until (green and tan line in field) the ball is pitched.
 - Catcher must be at least 3 feet behind the plate.
 - A player may NOT intentionally drop a catchable ball in an attempt to complete a double play. If a player intentionally drops a ball as determined by the referee, then all players are safe at their next base including the kicker running to 1st base.
 - In the event that a team is short players, they may place defenders at any position on the field they see fit.
 - Each team must have a catcher at all times unless the other team agrees to supply a catcher.
 - If a fielder interferes with a base runner in the baseline, the base runner safely advances to the base they were approaching.
 - Fielders making a play on a base must lean out of the baseline when making a play on the bag. If a fielder is standing on the base, the runner will be safe if he/she needs to avoid a collision at the base. Call will be made by the umpire's jurisdiction.
- **An outfielder can NOT cover a base! Runner will be safe.****

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Pegging:

- Pegging is allowed from the shoulder and down.
- If the runner is pegged above the shoulders, the runner is safe to the base they were running to and the play will be called dead. (if ball is going for head and they block with hand, they are SAFE)
- Runner is out if they are pegged above shoulders if they are bending down.
- When a player is pegged below the shoulders, the play will continue **(ball is live)** and all other runners may advance at their own risk.

Pitching:

- Males cannot walk.
- Ball must be pitched underhand.
- The pitcher CANNOT sidearm or overhand roll the ball when delivering the ball to the kicker. If the umpire deems a ball is thrown side armed, the umpire will call "illegal pitch" and it will be an automatic ball, but if the players kicking decides to kick the ball, the ball is consider a live pitch.
- Ball must bounce at least 3 times before crossing the plate.
- 4 Balls is a walk, 3 strikes is an out (foul on the 3rd strike is an out).

Kicking:

Line ups must be written on the clip boards. Line ups must be like a baseball line up.

- All players kick and must kick in 2 males / 1 female order. In situations where a team has more men than women present, some women may need to kick twice in the rotation. Once all players have kicked, the line-up must repeat.
- The penalty for a team playing a game with 2 females the team must take an out in the kicking order every time that missing person's place comes up.
- The missing person(s) must be placed first in the batting order, keeping the alternating theme.
- Strike zone: is the area where the foul line meets the batter's box and straight down.
 - The ball must cross any part of the plate before it is kicked or a foul ball is called.
- No bunting! You must follow through your kick or a bunt will be called! (this is at the discretion of the referee)
- All kicks must be made by the foot. If kicked ABOVE the knee it will be a foul ball.
- A kicker must stand in the green behind the plate before the ball is pitched.

Base Running:

- Runners MUST run to the safety bases at 1st and home. Failure to run to the safety base at home will result in an OUT! You cannot touch home plate first.
- The base runner may run through 2nd base and 3rd base to avoid a collision and from stopping short. The base runner may not advance to 3rd base if he/she runs through 2nd base. Once the player runs through 3rd base he/she cannot advance to home. Once a runner runs through the base, he cannot advance, but any other baserunners may continue to advance at their own risk.
- If a fielder is standing on a base, the base runner MUST attempt to avoid a collision with the fielder. If the base runner does not make an attempt to avoid a collision he/she will be out.
- Absolutely no sliding or diving while running the bases. Sliding or diving will result in an out.
- Force plays are same as softball.
- Runners must tag up as in softball. (based on when the ball is first touched by a fielder)
- Runners may be thrown out by hitting them directly with the ball. Balls may not be thrown at runners above the shoulders.
- No leading off or stealing, any players leading or stealing will be called out.
- Base runners must stay in the baseline. If a runner leaves the baseline they are considered out.
- A runner running to the wrong set of bases is out.
- If the runner is hit above the shoulders the runner advances to the base past the base they were approaching.
- If a runner intentionally uses the head or neck to block the ball the runner is out.
- All ties go to the runner.

A foul is:

- A ball landing in foul territory
- A ball that lands in fair territory but travels into foul territory before passing 1st or 3rd base except when touched by a player.
- A kick made beyond home plate
- The ‘bunt’ is a foul.

A ball is:

- A pitch outside the strike zone
- Any catcher coming within 3 feet of home plate before the ball is kicked
- A ball must bounce that does not bounce at least 3 times before crossing the plate
- Pitcher crossing the pitching rubber before the ball is released.

An out is:

- Three strikes including a foul on the third strike
- Any kicked ball that is caught in the air
- This includes a ball that is kicked in front of the plate and called foul
- A runner touched by a ball at any time while not on base
- A ball tag on a base to which a runner is forced to run
- A runner leading off a base.
- Failure to run to the safety base at home.

Ball in Play:

- Once the pitcher has control of the ball in the pitching area, the play is over.
- If the runner is already advancing to the next base, he/she may continue or go back to the base.

Commitment point:

- Is the line between 3rd base and home plate.
- If the runner has one foot past the commitment line, they MUST run to home plate, if they run back to third they will be deemed "out"
- If the pitcher has control of the ball within the pitcher's circle and the runner has not crossed the commitment point, the runner WILL go back to third base.