

## Indoor Kickball Rules - Colorado Springs Sport and Social

1. Play consists on 7 players (5 men and 2 women) in the field at one time. Teams may play a legal game with 6 players (5 men/1 women). Teams may not field with more than 5 men at one time and no less than 1 women to be considered a legal game. (There are not any position requirement of any players.

2. Bases will be place 45 feet apart. The pitcher and fielders must stay behind the pitchers mound until the ball is kicked. The catcher or kicker is not allowed to cross home plate until the ball is contacted. All kicks must be made by foot and must occur at or behind home plate. Bunting is allowed. If the kicker does contact the ball in front of home plate it will be considered a foul.

3. All batters will start with a one ball, one strike count. The strike zone extends to 1 foot on either side of home plate, and 1 foot high.

All Pitches will be rolled without purposeful bounces. You can put spin on the pitch

- Walk Rule: If a male batter is walked in 3 pitches (meaning no strikes were thrown or foul balls were hit) and a female follows him in the batting order, the female has the choice to take a walk or bat. (Exception: if the bases are loaded (at the time a male is at-bat) and a male is walked and a female follows him in the order, that female must bat.) Umps will enforce this rule upon request; however, they will not be responsible for notifying the batter in each walk situation.

4. A batter with two strikes is allowed one foul ball, two fouls with two strikes, the batter is out.

5. All games are seven innings or one hour (warm up time included); the last inning will start 10 - 15 minutes to the hour. The ump will enforce this rule and will make the call at the top of the final inning. Note: Due to differing circumstances in each and every game, some games will finish short on an hour in length, while others might run over the hour mark.

6. Teams may bat more than seven players; however, these teams must bat the same ratio (3 to 1) of fielding men and women, unless their opponent allows it. If only 1 women is present at game time, she must bat twice in the first 7 batters. If a team has less than the minimum required number of players it is up to the opponent and/or umpire as to what is allowable.

7. There are no guy-girl batting order rules other than the 3 to 1 ratios. ( You may bat 5 men followed by 2 women if you would like)

8. All players in the field must be listed in the batting order. There are no designated hitters allowed. Any attempt at doing so must be brought to the attention of the umpire prior to game time and can only be deemed allowable by the opposing captain.

9. Game mercy rule: 10 runs up after five complete innings.

10. No leadoffs or stealing, runners can leave the base once the ball crosses the plane of the plate or is hit by the batter. If a runner leaves early, the ball is dead and the runner is declared out.

**You do not need to tag up on a ball that is caught for an out** as the ball will still be able to be caught for an out after hitting the ceiling or wall. The ball is able to be caught for an out until it hits the ground.

11. Players are considered out by one of the following means: (1) Striking out, (2) A fly ball caught by the defense (even if it is off the ceiling or the wall), (3) A throw out at one of the lead bases, (4) The runner being tagged by the ball which is in possession of the defensive player (this does not include deflections off of a defensive player), (5) Infield fly rule (6) A foul out, or (7) A runner being struck by a thrown ball below the shoulders while attempting to advance or return to a base.

12. Games start on time. Teams must be prepared to play. Forfeit rule: 10 minutes after game time. If one team has less than the minimum number of players (6 total- 1 female) at ten past the designated start time, it is up to the staff and opposing team as to what is allowable - this decision will ultimately be made by the staff.

13. Base runner to defensive player contact will be closely watched by the ump. Any excessive contact or collision will result in an "out" and/or ejection. This includes contact with the catcher. Sliding is allowed. Any sliding into a base to break up a double play, or any intentional (in the eyes of the monitor) interference with the defensive player, the runner and the batter will be called out.

14. Hitting a runner with a thrown ball above shoulder level is not allowed. Any runner hit above the shoulders is considered safe and will be awarded an additional base. Players may be hit anywhere below the shoulders with a thrown ball and will be considered out. If the runner intentionally uses their head to block the ball, in the eyes of the official, will be deemed out.

15. No Metal Spikes allowed. Any equipment in question should be brought to the attention of the umpire. The umpire will make all final decisions with regard to equipment discrepancies.

16. A foul kick above the batter's head may be caught for an out.

17. All thrown balls are deemed out of play when: • The ball is thrown over the fence • The ball is thrown beyond the fence • The ball is thrown beyond the imaginary line extending from the end of the backstop (if there is no fence). • This imaginary line applies to overthrows and caught fly foul balls. • If the ball is overthrown and hits the fence behind the 1st or 3rd base lines, this is NOT considered out of play and the runner may advance, but at his/her own risk. • On overthrows out of play, the runner is granted the base he/she is going to (at the point of the throw) plus one more. Note: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations.

18. On an infield fly (any ball kicked within the infield with significant arc and deemed an "easy catch") with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out and runners can advance, BUT at their own risk.

19. All outfielders must remain behind the chalked and/or coned "outfield line" (if applicable - consult with your ump before your game to determine if this rule is enforced at your particular league) when a female is up to bat. If the "line" is not clearly marked it is up to the umpire's discretion if an outfielder is too close to the infield. There cannot be more than 7 players on the infield at any one time. Once contact has been made the outfielders may cross the line. If an outfielder crosses the line before contact has been made the female may be awarded first base.

## **LEAGUE POLICIES**

**GAMES:** During the regular season games are to be played within time allotted (warm up time is included).

### **UMPS:**

An umpire will be provided by the Colorado Springs Sport & Social to supervise the game. It will be the umpire's responsibility to coordinate and run the games, which include the following tasks:

- Starting games on time.
- Calling outs, making final calls on any disputed balls or strikes.
- Settling all disputes or disputed calls.

It is understood that umps will assist in the tracking of the score (i.e. Announcing it between innings) and assist in any discrepancies with regards to the coed line-up ratios. However, it is the responsibility of both teams to maintain their respective line-ups and scores each inning.

### **FORFEITS:**

If your team forfeits a game during the season, the following rules apply:

First Offense: Loss of game.

Second Offense: Loss of game

Third Offense: Removal from the league.

Any team that forfeits more than once also forfeits any guarantee or right to a certain number of guaranteed games.

Teams have until ten minutes past the designated start time to field a full squad (minimum numbers of players required to play according to the rules). Refer to rules regarding the guy/girl batting ratio. Anything less than the minimum must be approved by the staff and opposing team.

**STANDINGS:** The updated standings will be posted weekly, displaying each teams rank within its skill level. Rank is based on winning percentage. Tie breakers will be based on scoring differential. Points For - points Against = Score Differential

**FINAL BOWL GAME:** Each team's final game will be based off of league standings after week 6. The Championship game will be played by the #1 and #2 teams in the standings. 3rd place game #3 v #4, 5th place game #5 v #6, etc.

**SPORTSMANSHIP:** The purpose of Colorado Springs Sport and Social club is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.