**Westmoreland Sports League Kickball Rules**

**WAIVER OF LIABILITY**

* All participants must agree to the waiver of liability.
* All participants in the league assume the risk of injury.  The WSL, its volunteers, and employees shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the league.
* Any player under the age of 18 will need a signed waiver from a parent or guardian in order to play.

**SPORTSMANSHIP**

* Unsportsmanlike conduct will not be tolerated
* Any behavior that is deemed violent, harassing, and/or inappropriate in any way, will result in the following:
  + 1st infraction – player is removed from the current game and must leave the premises. Depending on severity, player may be suspended for the remainder of the season based on staff discretion.
  + 2nd infraction – player is suspended for the remainder of the season
* If a player is ejected from the game and continues to argue or cause problems, they will be asked to leave the premises/field. That player will be given a 3 game suspension automatically.
* The official reserves the right to end a game or call a timeout at any point if the overall sportsmanship is out of line
* Captains are to be the team liaison to discuss any call or rule with an official during gameplay

**Weather Policy**

• The decision to call a rainout will be made as early as possible

• We will play in mildly inclement weather as long as the field conditions are not extremely poor or the weather is deemed dangerous

• Officials have the jurisdiction to call a game due to weather at the beginning or during a game

• If a game is cancelled, we will try to make the game up on a different day during the week.

**TEAMS**

**SUBMITTING A ROSTER**

* Each team must submit a roster with a minimum of 10 and maximum of 20 players.
* No player may register for more than 1 team within the same league.
* Rosters must be submitted and a waiver form must be signed before any player may take the field.
* Rosters must be finalized and no changes are allowed after the 3rd week of play.
* No player who is not on your roster and signed a waiver form may play in the league.
* Only rostered players will be eligible for playoffs.

**PLAYERS**

* A team consists of 10 players (3 female minimum)
  + A team can consist of all females but not all men
* A team can start play with 8 or 9 players (2 female minimum)
  + When playing with 8 players a catcher does not have to be provided but someone from the infield will need to cover plays at the plate.
* A team may pick up a maximum of 2 players from another team in the league to avoid forfeit.
  + If rostered players arrive late, they must be immediately inserted into lineup for the substitute players.
  + You cannot pick up substitute players for playoffs.

**GAME SCHEDULE**

**START TIME**

* Please arrive at least 15 minutes prior to your scheduled start time
* Once 15 minutes after the scheduled start time has passed, the game is recorded as a forfeit and the teams are allowed to use the remaining time to practice or organize a pickup game. Officials are not required to stay and officiate.

**GAME LENGTH**

* Regulation games are 7 innings. Regulation games can end in a tie.
* A game that is called off by the umpire after 5 full innings of play shall be considered a regulation game and will not be made up. The game score at the end of the last full inning shall determine the winner.
* A game that is called before 5 full innings of play shall not be considered a regulation game and shall be rescheduled and restarted from the beginning.
* Mercy Rule – 15 Runs after 3 innings, 10 Runs after 5 innings
  + The game will be called and teams may continue scrimmaging if there is time remaining before next game

**EXTRA INNINGS**

* Regulation games can end in a tie.
* During the regular season, if a game is tied after 7 innings AND there are at least 10 minutes before the next game's scheduled start time, an 8th inning will be played.  If the game is still tied after 8 innings, the game will end in a tie. If a game is still in progress when the next game is set to start, the game will be called and the game score at the end of the last full inning shall stand.
* During the post season, additional innings will be played until a winner is determined, however there will be no warm-ups between half innings.

**RULES**

**PLAYING FIELD**

* Like a softball field the pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or 14 paces from home plate, and directly aligned with the first/third base diagonal.
* Bases will be 60 ft apart
* We will use a double first base with an orange safety bag for the runners to run to. If there is a play at first base and the runner goes to the white base instead of the orange safety base, the runner will be called “out”
* There will be a “commit line” for runners going to home plate to score. The commit line will be 20 feet from home plate. There will also be a “scoring line” coming out from the left top corner of home plate for the runner to cross.
* As soon as a runner passes over the “commit line”, they have to go home as it then becomes a force out at home. If the catcher catches the ball and tags home plate before the runner crosses over the scoring line, the runner is out.
* If a runner touches home plate to score instead of crossing over the score line on a close play at home, the runner will be out.
* Runners may also be tagged out before they cross the scoring line.

**LINEUPS**

* A lineup must be submitted to the umpire before the game begins and all teams must kick in the written order.
* Continuous Lineup - All players get a spot in the kicking order.
* A player arriving late to the game may be added to the end of the lineup.
* If a player is ejected, injured, or becomes ill and cannot continue, the lineup will continue in the same formation. The missing player will not incur an out when their spot in the line-up is reached.

**PINCH RUNNERS**

* Players may not use a pinch runner if they advance past first base on a fairly kicked ball.
  + The exception to this is if a runner injures themselves running to a base; in this case a pinch runner may be awarded at the umpire's discretion.
* The last player of the same gender who has been called out shall be the pinch runner.
  + If no player has been called out, the player of the same gender farthest away from the player needing a pinch runner in the batting order will be used as the pinch runner.
    - For example, if the first male batter in the batting order needs a pinch runner, the male batting last would be his pinch runner.

**GAME PLAY**

* Only captains may discuss or clarify calls with the umpire.
* The team captain may request a time-out from the umpire that can be granted at the umpire's discretion. All action in progress must be completed before a request may be made.
* Play ends and the umpire calls time when the umpire deems that all immediate play is completed.
* A count of 3 outs by a team completes the team's half of the inning. An out is the following:
  + Any combination of 3 strikes/fouls
  + A runner touched by a kickball at any time while not at base
  + A fielder throwing a ball and hitting a runner with soft-to-medium force below the shoulder
  + Any kicked ball that is caught in the air in fair or foul territory.
  + A fielder with control of the ball and tagging a base to which a runner is forced
  + A runner off his/her base before the ball is kicked.
* The umpire will decide if unnecessary force was used to throw a ball at a runner. In this case that player may be ejected and the runner will be called safe.

**PITCHING & CATCHING**

* The strike zone extends to 1 foot on either side of home plate, and 1 foot high.
* A legal pitch is delivered underhand.
* At least 2 bounces on a pitched ball are required.
* Pitch speed may range from slow to moderately fast.
* Pitching "fireballs" with excessive speed shall be determined a ball at the umpire's discretion.
* A ball that is kicked foul but rolls into fair territory before 1st or 3rd base will be considered a fair ball as long as no player has touched the ball in foul territory.
* A ball that is bobbled and then caught will be considered an out, so long as it doesn't touch the ground before the player catches it. Runners tagging up may advance once the ball comes in contact with the fielder, whether they make a clean catch or bobble the ball before catching it.
* It is considered a catch if the ball bounces from one player to another without touching the ground or any other surface. If it hits a fence, tree, or anything else first it is not considered a catch.

**KICKING**

* + All kicks must be made by foot or the foot region.
  + The kicker must take a full kick at the ball. There is no bunting. Any kicks that are deemed a “bunt kick” by the umpire will be ruled a “foul ball”.
  + All kicks must occur at or behind home plate. A kick in front of home plate is a foul (strike).
  + A count of 3 strikes constitutes an out. A strike is the following:
    - A pitch within the strike zone not kicked
    - A pitch missed by the kicker
    - A foul ball.
    - A bunt attempt
  + A count of 4 balls advances the kicker to first base. A ball is the following:
    - A pitch outside of the strike zone
    - Any fielder or pitcher advancing on home plate before the ball is kicked (running up on the kicker before the ball is kicked in front of the pitcher’s mound)
    - Any catcher crossing home plate before the kicker or failing to field behind the kicker.
  + A foul ball is counted as a strike. A foul is the following:
    - A kick landing out of bounds.
    - A kick landing in bounds but traveling out of bounds on its own before reaching first or third base; a kick where contact is made with the ball in front of home plate. Any ball touched by an in-bounds fielder is automatically in play.
    - The “intentional drop rule” will be in effect. A fielder cannot purposely drop a fly ball to easily turn a double play. This will be at the discretion of the home plate umpire. If an “intentional drop” is called, the kicker will be ruled out and all runners must return to their original bases they were at prior to the kick. This rule will be in place of the infield fly rule as the kicker will not be automatically called out.

**RUNNING**

* Runners must stay within the base line. Fielders must stay out of the base line unless they are fielding a kicked ball. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
* A runner cannot leave the base until the kicker has made contact with the ball or the runner on the base will be out. There is no leading off or stealing.
* Hitting a runner with the ball above the shoulder level with a direct throw or kick by a fielder is not allowed. Any runner hit above shoulder level in this matter is safe. If the runner intentionally uses the head to block the ball and is so called by the umpire, or if the runner slides and is hit above the shoulders, the runner is out.
* If the runner is advancing after a kicked fly ball is caught, runners must tag their originating base before running to the next base. If the runner has not moved before the ball is caught, the runner may simply run forward without a tag up. The runner is allowed to advance to the next base after first contact to a fielder without tagging up if the fielders catch the ball on a bobble.
* Runners may overrun first base, but if they are not attempting to advance to 2nd base they must stay in foul territory while returning to first base.
* Base runners must not interfere with the play in progress. A base runner who does interfere will be charged with “interference”, resulting in both the base runner and the batter-runner being called out on the play.
* When a defensive player has the ball and is waiting for the runner, and the runner remains on his feet and deliberately runs into the defensive player, the runner is declared out. The ball will be declared dead and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the umpire, the offending player will be declared out and ejected from the game and the runner closest to home will also be called out.
* Ball out of play: 2 bases on an over-throw (at the time of the throw). Example: If the throw to first goes out of play, the runner will receive 1st and 2nd base, as long as the throw occurred before the runner reached first).
* If a runner intentionally touches or stops the ball the play ends and the runner is called “out”.

**EQUIPMENT**

* Athletic shoes are required. Metal cleats are not allowed.
* A game kickball (8.5 inches) and bases are provided

**PLAYOFFS (Double Elimination)**

**SEEDINGS**

* + Playoffs are based on win/loss record.
  + The number of teams to qualify for playoffs will vary from season to season based on the number of teams registered.

**TIEBREAKERS**

* All teams tied in the standings will use the following tiebreakers, in order, to determine seeding
  + Most regular season wins.
  + Head to head.
  + Least runs allowed.
  + Most points scored.
  + Coin toss.
* 3-way tiebreakers:  When 3 or more teams are tied; all teams will be ranked on the same criteria as opposed to knocking a team out then returning to the top of the tiebreaker list.  Tiebreakers will be applied until all teams that are tied can be ranked using the same criteria.  If the teams did not play one another in an even amount of games then "head to head" will be skipped.