

TRI SPORTS Social Club

OLD SCHOOL KICKBALL RULES

Revised October 2019

Amateur Softball Association (ASA) Rules will be used with the following modifications and clarifications:

THE PLAYERS, FIELD, and GAME

A. Players

1. The game shall be played between two teams of a maximum of 10 and a minimum of 9 fielders each (min. 4 of each gender) If only 3 of a gender are present, only 3 outfielders may be used. One fielder must act as catcher. The Official will rule a forfeit if either team fails to field the gender minimums within 10 minutes of the game's scheduled start time. At that time, the (full team's) captain is highly encouraged to accept the forfeit, but may waive the minimum requirements and play. If so, the game is official and result will be final.
2. All players shall be included in the kicking order. Late-arriving players may be added to the bottom of the order, while maintaining the M/M/F max. ratio.

B. Field

1. All fields will be set up with the same standard placement of bases (60 feet), pitching rubber and foul territory.
2. The "Strike zone" extends 12" on each side of home plate. Ball must roll between (or over) the strike zone lines, and not be too fast/slow/bouncy, to be called a strike. However, if kicker verbally declares a pitch too fast/slow/bouncy, it will not count against them in the strike count. Official must agree on too fast/slow/bouncy, or it will count as a strike (or ball if outside the strike zone).
3. A "Safety base/strips" is placed next to first base. On close plays at first, runner must run to safety base/strips and fielder must use regular base to make the force out. On extra-base kicks, runner may round regular first base and keep going, ignoring the safety strip.

C. Game

1. Games are 7 innings in length with the game being official after 5 innings (4½ if the home team leads) with a time limit of 45 minutes. After 41 minutes of play, a new inning will not be started; an inning in progress will be completed, even if the time limit has expired. Losing team always kicks in the top of the 7th inning **if the inning begins before the 41-minute limit is reached**. Game clock starts at scheduled game time or 3 minutes after final play of the previous game (whichever is earlier). In playoffs, and the game is tied, the Team that kicked first in the 1st inning will kick 1st in the overtime innings (even if they kicked last in the inning where the losing team kicked first).
2. If a game is tied at the end of seven innings (or the last inning before the 41-minute limit is reached), it is ruled a tie, except in playoffs.
3. All games are to be officiated by a TRI SPORTS official who has the final say on all fair/foul, out/safe, strike/ball calls. An official's judgment call is final. Arguing with or disrespecting an official is not allowed and may result in disciplinary action up to and including ejection, suspension, game forfeit or removal from the league.
4. Forfeits reported 24 hours in advance of game time are recorded as a loss (0 points). Forfeits reported by 2 p.m. on game day are recorded as -.5 points. After 2 p.m. on game day or at the field, -1 point will be recorded.
5. An out is recorded when: 1). A player strikes out, 2). A player is tagged/hit by a thrown ball striking the shoulders or below between bases, 3). A kicked ball is caught before touching the ground, 4). A runner is off the base before the kicker puts the ball in play, 5). A runner intentionally interferes with a fielder attempting to field a kicked ball.
6. **MERCY RULE:** A team can score a maximum of 8 runs in one inning. **EXCEPTIONS:** 1). If a team is behind by more than 8 runs, it may score **until the game is tied**. 2). The final inning (within the 41-minute limit) has no run limit. **PLAYOFFS-**A team ahead by 15 runs after 5 innings (or 4½ if the home team) is the winner.
7. All teams make the playoffs. League standing tiebreakers are determined by head-to-head and opponents' records, not runs scored. There is no incentive to beat an opponent by the maximum runs possible.

KICKING AND BASERUNNING

A. Kicking

1. Teams kick any combo of M/F or M/M/F, so long as 3M NEVER bat in a row. Sportsmanship requires use of M/M/F combo be kept to the absolute minimum necessary. A team must use its full roster for batting (players cannot only play the field). The batting order cannot be altered during the game, except late additions, which can be added at bottom of order. Order must be redone if a late addition puts three males in a row.
2. Count begins @ 1 ball/1 strike. If any part of the ball rolls within the strike zone, then it is a "strike". **If the kicker deems the pitch unkickable, the kicker must declare clearly (so official can hear it) that the pitch was too slow/fast/bouncy etc. Supervisor must agree. Otherwise, official will call "ball" or "strike."** Fouled 3rd strike is an out.
3. A foul is: 1). A kick landing out of bounds, or 2). A kick landing inbounds, but traveling out of bounds on its own before reaching first or third base. Balls touching 1st/3rd base (or further) & rolling foul are fair. A fly ball touched by a fielder and landing foul (or fair) is judged by the point it is touched relative to the foul line.
4. All kicks must be taken with plant foot toes at, or behind, the front edge of home plate or a foot fault/strike will be called; if a foot fault occurs and kicked ball is caught in the air, the kicker is out. Runners may not advance on a foot fault. In playoffs, this is an automatic out.

5. **BUNTING-Males MAY NOT bunt.** Bunting is an **automatic out** for males. All kicks should have a plant foot, a backswing AND a full-strength follow-through. Females MAY bunt.

B. Baserunning

1. Runners always have the right of way. Runners must stay within the base path.
2. Running is governed by ASA softball rules. No stealing/leading off. Runners leaving base before the ball is kicked will be called out. Runners may safely run through first base only.
3. **There is no sliding.**
4. Runners must make a reasonable attempt to avoid colliding with a player that is playing the other side of the base in anticipation of a play (including but not limited to slowing up to avoid overrunning 2nd or 3rd base).
5. Any time a runner is hit with the ball and is not on base, that runner is out.
6. Runners advance an extra base on balls thrown out of play. Extra base is defined as 1 base in addition to the base runners are closest to at point ball goes out of play. Runners advance at their own risk on overthrows that remain in play. "Out of play" determined at supervisor's discretion. Continue running until supervisor declares ball dead/out of play. Thrown balls striking runner are still "live"; play does not stop.
7. If a runner intentionally bats/kicks a ball away (supervisor's discretion), the runner is out and play stops.
8. Pitcher must have possession of ball and have 1 foot on the pitcher's rubber for runners to stop. At that time, runners not half-way (or more) to the next base must return to previous base.
9. Runners must tag up on fly balls. Runner may advance on caught foul balls. On juggling catches, runner has to tag up from time fielder first makes contact with ball.
10. **PINCH RUNNERS** - are allowed from 1st base only and must be the person of the same sex who kicked immediately before the injured player, and who is not already on base. Player must be injured during the game or at risk of further injury to receive a pinch runner. If a player is too injured to run prior to the game or run safely to 1st base, they should not be included in the lineup or play in the field.

FIELDING & PITCHING

FIELDING

1. Catchers **MUST** be at least 6 feet behind kicker (and directly behind home plate) at time of ball contact.
2. Infielders must be beyond the base path until ball is released from pitcher's hand. At that time, only one established infielder may charge in front of the base path, but no closer than a line 90° from pitcher's rubber to the base path, until the ball is kicked. Infringement on the kicker results in kicker's choice of re-kick or result of play.
3. **CATCHERS-never stand on home plate.** Wait in front of the plate to catch and then tag the plate or runner. If a player is unable to safely tag home due to catcher standing on the plate, the runner will be ruled safe and the catcher issued a sportsmanship warning.
4. No infield fly rule. But double/triple plays resulting from un/intentionally dropped balls, supervisor miscommunication or other reasons will only count for the first out (supervisor's discretion).
5. Teams may not switch positions in the field during an inning unless a player has been injured-no switching for defensive purposes (switching catchers to field bunts or switching fielding positions for specific kickers).
6. Fielders must stay **off the bases and out of the base paths**. Fielders must wait for throw, then step on base or throw at runners **AFTER** the catch.
7. Fielders must avoid contact with baserunners. Any interference/crashing into/or hindering runner's ability to reach base will result in automatic "safe" call.
8. Hitting the base with the ball does **NOT** count as an out. Fielder must hit the runner with the ball between bases or maintain control of the ball while tagging the base on a force out.
9. Pegging a runner in the head is not allowed - runners advance to next base **EXCEPT** if a runner ducks to dodge a ball, falls or intentionally heads the ball (runner is out).
10. **Any rough contact or overly aggressive throws that are deemed unnecessarily rough will result in a warning and/or automatic ejection or other disciplinary action at the discretion of the supervisor.**

PITCHING

1. Pitching **MUST** be underhand. No curveballs or fireballs! The kicker is allowed to pick up the ball and request slower/faster/less bouncy pitches with no penalty. This is a social league, so every pitch should be an attempt to deliver the ball in the strike zone and at a moderate speed.
2. Pitchers must begin their pitching motion **ON THE PITCHING MOUND (or up to 1 yard behind the mound)** and may not move closer to the plate than a normal follow-through until the ball is kicked.

No metal cleats allowed. Metal-tipped plastic cleats are acceptable. Please wear appropriate matching team shirts.

For everyone's protection, knee braces must be of a soft material or be covered and padded.

All dangling chains, watches, rings and other jewelry should be removed for the safety of all players.

All participants (and spectators) are, at all times, required to act in a sportsmanlike manner and demonstrate good citizenship.

Failure to act in a professional and socially acceptable manner may result in ejection, suspension, league expulsion and forfeiture of all monies paid.