

BEAUFORT COUNTY PARK AND RECREATION

2022 KICKBALL RULES AND REGULATIONS

- 1. General.** This league is sponsored by Beaufort County Parks and Recreation and shall be governed by the following rules and regulations as adopted by team representatives. League Contact is Justin Petock (justin.petock@bcgov.net, 843-962-2283).
 - League Committee. The following people shall serve to draft, interpret and enforce the rules and regulations of this league:
 - 1) Shannon Loper
 - 2) Matt Watts
 - 3) Evan Christian
 - 4) Justin Petock
 - **Protests.** All protests must be filed, in writing, within 24 hours after the completion of the protested game. Additionally, a \$25.00 filing fee must be made at the time the protest is filed and made payable to Friends of Youth Athletics in Beaufort County. Referee judgment calls are not to be protested. The committee will rule on all protests within 48 hours of the filing. All decisions made by the committee are final. In the event a protest is upheld, the filing fee shall be returned. If the protest is not upheld, the filing fee shall be used for the purchase of equipment for Parks and Recreation' athletic fields.
 - **Insurance.** Beaufort County Parks and Recreation does not provide any insurance for its adult participants. Teams and team members play at their own risk and must be registered on www.bcscrec.com to participate.
 - **Team Registration Fees.** The cost for participating in this league will be \$30 per participant. This fee goes towards paying for the uniforms, balls, and maintenance. All participants must sign up through the Beaufort County Parks and Recreation website.
 - **Alcohol. Absolutely no alcoholic beverages are allowed on Beaufort County Parks and Recreation facilities.** Consequences for violations are:
 - 1st Offense: The team will be suspended until a \$100 fine is paid to Friends of Youth Athletics in Beaufort County. The manager is responsible for the entire team.
 - 2nd Offense: The team will be fined \$100 and this fine must be paid to Beaufort County Parks and Recreation before any members of the team can play another sport. The team will forfeit the remainder of the season, along with the entire team roster will be suspended for 1 year.
 - Notes: It is prohibited for players/coaches to be under the influence of alcohol and or drugs while playing in Beaufort County Parks and Recreation programs. The umpire or the Parks and Recreation Department staff member in charge will remove any player(s) if they suspect alcohol or drugs have been used.
 - **Tobacco.** Tobacco products (cigarettes, E-Cigs, Vape, cigars, chewing tobacco, snuff, dip or any other tobacco or tobacco derived substance) are not permitted on county property.
- 2. Eligibility.**
 - **Rosters.** A maximum roster size of **15 players** (including managers and coaches). Only those listed on the rosters are permitted on the field or in the dugout. **ROSTERS ARE FINAL ONCE THE REGISTRATION PERIOD HAS EXPIRED PRIOR TO THE START OF THE SEASON** allowing Parks and Rec staff to order uniforms for all players. **There will be no exceptions made to add players after the registration period.** All players must have a picture ID accessible at all times. If a player is on the field and he/she can't produce a picture ID they will be removed from the

game. If the player is found to be ineligible the game will be a forfeit. Team reps can call Justin (843-962-2283) with questions about a player's eligibility. All players must be 18 or older.

- **Uniforms.** All players are required to wear the team shirt that is provided by Parks and Recreation in order to play in a game. A player not wearing the league issued uniform will not be eligible to play in any game. **UNIFORMS MAY NOT BE ALTERED** (sleeves may not be removed, names can not be added), any player with an altered uniform will not be eligible to play in any game and will be responsible for the cost of the replacement uniform. If a player is wearing outerwear the jersey must be worn regardless. Players will be responsible for the cost of any replacement jerseys.
- **Switching Teams.** A player may switch teams only with the consent of both team's coaches and the approval of Parks and Recreation. The change must be reported to Parks and Recreation prior to the next scheduled game. No switching of teams will be allowed after the 3rd week of the season.
- **Ineligible Players.** Any team that uses a player deemed ineligible in accordance with any of the rules and regulations contained herein shall forfeit all matches in which the ineligible player participated. Further disciplinary actions may result.

3. Unsportsmanlike Conduct.

- **General.** Unsportsmanlike conduct at the field will not be tolerated. This applies to teams, individual players, coaches and spectators. Violators are subject to appropriate action by the league committee and / or Parks and Recreation, including suspension or expulsion from the team or gym.
- **Suspensions and Fines.** Any coach or player ejected from a game by an official will be suspended and pay a fine to Friends of Youth Athletics in Beaufort County at the Buckwalter Recreation Center (905 Buckwalter Pkwy, Bluffton) before being reinstated. This includes tournament matches. This money will be used to finance youth sports scholarships. Number of ejections will also be the first tie breaker for playoffs/seeding – the team with the least amount of ejections (hopefully NONE!) will win any tie breaker scenarios.
 - 1st ejection - \$25 fine and one game suspension
 - 2nd ejection - \$50 fine and suspension for the remainder of the season.
- **Flagrant Misconduct.** If an ejection is due to flagrant misconduct or unsportsmanlike conduct, then the following penalty will be imposed: a fine of \$100.00 payable to Friends of Youth Athletics in Beaufort County will be levied and suspension for the remainder of the season and one year suspension will be imposed. Additionally, the offending individual may be subject to banishment from the league. The League Commissioner will rule on this decision, and all decisions are final. Flagrant misconduct or unsportsmanlike behavior shall include but not be limited to the following:
 - Intentionally trying to cause injury to another player.
 - Pushing or striking an opposing player/coach, official, or league representative.
 - Excessive verbal abuse of an official or league representative.
- **Ejections and Multi-League Play.** If a player is ejected from any game and plays in multiple leagues, that player must sit out the suspension time and then pay the \$25.00 re-instatement fine payable to Friends of Youth Athletics in Beaufort County before that player can play in ANY league game. For Example, if you are playing both Adult Softball and Adult Kickball and are ejected from Adult Softball, you will not be eligible for either league until the fine is paid and the suspension is served.

4. Player Minimum.

- The minimum allowed to begin a game is eight (8), of which three (3) must be female. If you play with nine (9) or (10) players in the field, you must have at a minimum of four (4) females.
- A team may not have less than three (3) female players on the field at all times.
- If a team does not have eight (8) players they may borrow a player from the opposing team only. If this occurs, the game will be considered a forfeit for the team with less than eight (8) players. You can still play, with no umpire, if you would like but it will go down as a 7-0 win for the team with 8+ players.
- The starting eight (8) to ten (10) players plus the substitutes for the field can be actively rotated through the game with no substitution limits. All players will kick in the line up.
- If a team begins play with eight (8), nine (9), or ten (10) players, that team may continue the game with one less player than it began with whenever a player leaves the game for any reason other than an ejection. If the loss of a player is the result of an ejection and that team does not have enough personnel to match its original starting strength, then the game shall be a forfeit in favor of the opposing team. If the player leaving the game is a base runner, he shall be declared an out.

5. Game Time.

- The first game time will be 6:30pm
- The first game is the only game with a ten-minute grace period.
- Games will consist of 7 innings or a 60 minute time limit. The game clock will start at game start time.
- No new inning will begin after the 50 minute mark.

6. Line-ups.

- All participating players must appear on written lineups, reflecting that game's kicking order, to be exchanged between the captains of each team before play begins.
- Kicking order must alternate sex. For example, if your lead-off kicker is a male, your next kicker must be female. If you have 4 females and 10 players, your order should be M,F,M,F,M,F,M,F,M,M or visa versa.
- The kicking order will alternate sex until the team runs out of one sex then the rest of the players will be added. For example, a team with 3 females and the rest males will have a kicking order of M,F,M,F,M,F,M,M,M,M (the rest of the males until everyone has kicked once).
- A claim of improper kicking order must be made to the official who will make the final determination. Such a claim must contain two parts:
 - That the written kicking order was exchanged
 - That the claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker.
- The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker.
- A player removed from the kicking order for ejection, injury, illness, or any reason does not constitute an improper kicking order.
- If a player is removed from the kicking order due to an injury or illness, his/her spot will not be considered an automatic out. If a player is removed for any other reason, for example ejection, his/her spot in the kicking order will be considered an automatic out.

7. Equipment.

- Athletic shoes are required. Dress shoes, flip flops, and bare feet are not allowed. Metal cleats are not allowed.
- Kickballs will be provided by Parks and Recreation to use during the game. A Kickball measuring 10 inches in diameter when properly inflated
- While participating, players must properly wear the official athletic clothing designated for their use.
- Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed as a performance enhancement must be removed or the player will be removed from play.
- All player attire is an extension of the player.

8. Mercy Rule.

- The mercy rule is in effect during regular season play and tournament play except for the championship game. When any of the margins listed below are reached, the game will end in favor of the team winning:
 - After three innings of play: margin of 20+ runs.
 - After four innings of play: margin of 15+ runs.
 - After five or more innings of play: margin of 10+ runs.

9. Courtesy Runners.

- Each team is allowed two courtesy runners, one for each sex, per inning.
- Courtesy runners may be used at any time and must be the same sex as the base runner they are replacing: male for a male, female for a female.
- In the event that you bat around during the inning, you may run for the same runner previously ran for earlier in the inning if they reach base again. It must be the same courtesy runner that was used earlier in the inning.
- If the courtesy runner's spot in the kicking order comes up while they are still on base, the team will take an automatic out in that kicking spot and the runner will remain on base.

10. Officials.

- Teams will be responsible for officiating games during the season. Team contacts will be given a umpire schedule prior to the season beginning. If you do not show up for a game that your team is responsible to umpire, it will be considered a forfeit against your team.

11. Make-up Games.

- All games officially postponed due to weather or other reasons shall be rescheduled by the League Commissioner.
- Games may not be rescheduled or postponed except by prior approval from the Parks and Recreation department. A minimum of one week's notice is required for rescheduling consideration.
- Parks and Recreation reserves the right to cancel make-up games which would have no impact on the final standings.
- One attempt, if possible, will be made to get a postponed game made up. If that attempt is also postponed, the game will go as a no contest.

12. Forfeits.

- Any team that forfeits three (3) games shall be automatically suspended from the league for the remainder of the season and tournament play. Forfeits will be declared in their spot for their remaining games. There will be no refund of registration fees.
- Forfeits shall be scored 7-0 in favor of the non-forfeiting team.

13. **Litter.** Each team is responsible for picking up trash after the game concludes.

14. Game Rules.

- *PITCHING, CATCHING AND FIELDING*
 - Balls must be pitched by hand. There are no restrictions on pitching style.
 - Proper Field Position must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick.
 - **Proper Field Position is —**
 - for Fielders:
 - All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal;
 - for Pitchers:
 - The pitcher must start the act of pitching with at least one foot within the pitching mound
 - The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball;
 - No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip.
 - for Catchers:
 - The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate.
 - The catcher may not make contact with the kicker
- *KICKING*
 - All kicks must be made by foot or leg.
 - All kicks must occur:
 - at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate.
 - within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.
 - Bunting is only allowed by females. If a male attempts to bunt it will be counted as a strike.
- *RUNNING AND SCORING*
 - Runners must stay within the baseline. Any runner outside the baseline is out:

- Runners may choose their path from one base to the next, and may follow a natural running arc;
- Runners are free to change course to avoid interference with a fielder making a play;
- When attempting to avoid a tag, runners may move no more than 4 feet out of their established path.
- **Obstruction.**
 - Fielders may be within the baseline when doing so is necessary to make an active play on the ball, but must otherwise stay out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running.
- No leading off or stealing of bases is allowed. If you are off the base when the ball is kicked, it will be considered a out.
- Hitting a runner's neck or head with the ball is not allowed, unless the runner is sliding. Any runner hit in the neck or head while not sliding shall be considered safe. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.
- A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out.
- All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.
- Running past another runner is not allowed. The passing runner is out.
- A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base.
- When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play.
- **STRIKES**
 - A count of three (3) strikes, not including foul balls, is an out.
 - A strike is:
 - A pitch that is not kicked and enters any part of the strike zone
 - An attempted kick missed by the kicker
- **BALLS**
 - A count of four (4) balls advances the kicker to first base, with the exception of four-pitch walks
 - If a kicker is walked on exactly four pitches, without being pitched any strikes or any resulting foul balls, the kicker will be awarded a walk of two bases.
 - A ball is:
 - A pitch outside of the strike zone as judged by the Referee where a kick is not attempted
 - A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box;
 - A pitched ball that is higher than one foot at the plate.
- **FAIRS AND FOULS**
 - A count of three (3) fouls is an out. Foul balls never count as strikes.

- A foul ball is:
 - A kicked ball first touching the ground in foul territory
 - A kicked ball first touching a fielder or umpire in foul territory, while the ball is over foul territory
 - A kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing 1st or 3rd base
 - A kicked ball touched more than once or stopped in the kicking box by the kicker;
 - A kicked ball first kicked outside of the kicking box;
 - A kicked ball first touching a permanent object, such as a batting cage or fence.
 - A kicked ball by a male player that comes to a full stop prior to crossing the 1st-3rd diagonal line without first being touched by a defensive player.
- A fair ball is:
 - A kicked ball landing and remaining in fair territory
 - A kicked ball landing in fair territory then traveling into foul territory at or beyond 1st or 3rd base
 - A kicked ball first touching a player or Referee in fair territory
 - A kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul
 - A kicked ball that touches a runner before touching the ground in foul territory
 - A kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory
 - A kicked ball by a male player that touches a defender prior to reaching the 1st-3rd diagonal line.
- *OUTS*
 - A count of three (3) outs by a team completes the team's half of the inning.
 - 14.02 An out is:
 - A count of three (3) strikes or three (3) fouls;
 - Any kicked ball (fair or foul) that is caught by a fielder
 - A force out- The tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base
 - A runner touched by the ball or who touches the ball at any time while not on base
 - A kicker or runner that interferes with the ball
 - A runner off base when the ball is kicked
 - A runner physically assisted by a team member during play
 - Any kicker that does not kick in the proper kicking line up
 - A runner that passes another runner
 - A runner outside of the baseline
 - A runner who misses a base, as called by a umpire upon the conclusion of the play
 - A runner who fails to properly tag up on a caught ball, as called by a umpire upon the conclusion of the play
 - A runner coming from home plate who steps on 1st base when required to use the extra base
- *BALL IN PLAY*

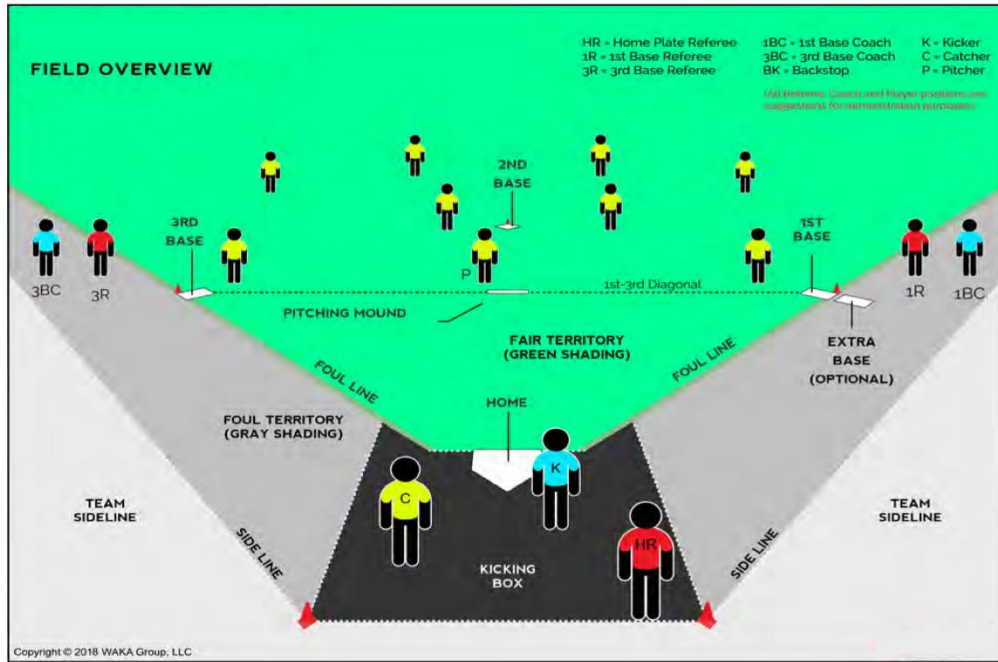
- Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.
- **Interference is:**
 - When any runner on or off base intentionally touches a ball, or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance
 - When any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came
- **Infield Fly Rule:**
 - a fair fly ball (not including a line drive or a bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied before two are out. If called, the kicker is out; however runners may advance at their own risk.

15. Tournament Play.

- Tournament seeds are determined by the regular season standings.
- There will be a hour time limit all tournament games with the exception of the championship game which will consist of seven (7) innings with no time limit.
- For the entirety of the tournament, the home team will be decided by the higher seed.
- Tie-Breaker Rule-If two teams are tied at the end of the regular season, the higher seed will be determined by:
 - Fewest ejections- if still tied
 - Head to Head, if still tied
 - Head to Head run differential, if still tied
 - Season run differential, if still tied
 - Coin Flip
- Parks and Recreation will determine the number of teams for playoffs dependent upon the number of teams in the league.

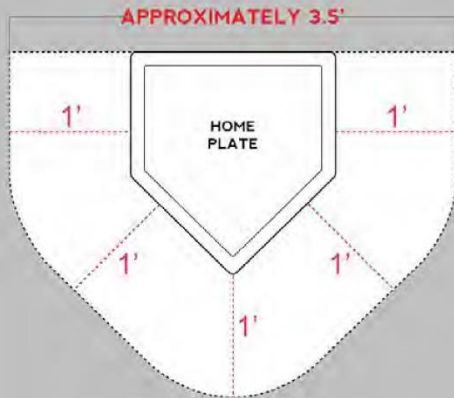
Some rules and Images were borrowed from Wakaclub Group

Important Diagrams

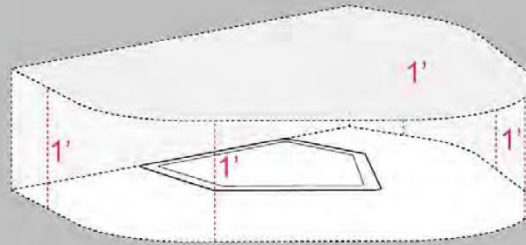


STRIKE ZONE

The Strike Zone extends 1' out from the side and rear edges of Home Plate (4a) and up to 1' directly above that plane (4b). (The Strike Zone is subject to Home Plate Referee's perception.)



4A: TOP VIEW OF STRIKE ZONE
(white shading)

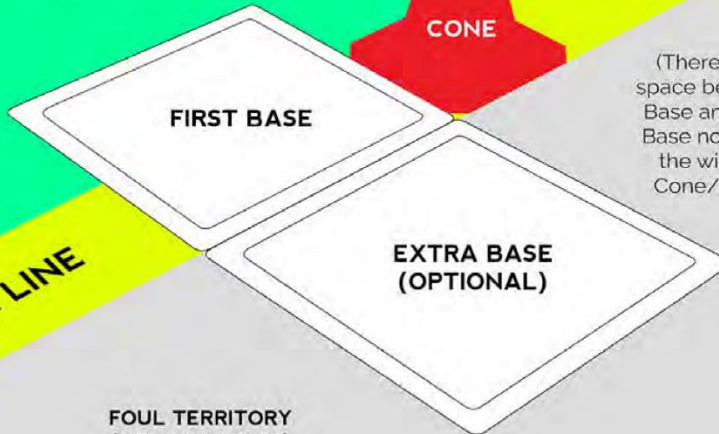


4B: 3D VIEW OF STRIKE ZONE
(white shading)

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OPTIONAL EXTRA BASE

FAIR TERRITORY
(GREEN SHADING)



(There may be a space between First Base and the Extra Base no wider than the width of the Cone/Foul Line.)

FOUL TERRITORY
(GRAY SHADING)

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