

OFFICIAL COED RULES B&G RISING STAR KICKERS KICKBALL



RISING STAR KICKERS

**Co-Ed League
Version 1**

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Welcome to B&G Rising Star Kickers Kickball League

B&G Rising Star Kickers Kickball League vision is to help create awareness of health and fitness within the community by using kickball as an avenue to educate, promote, encourage and uplift our youth to strive for a better Tomorrow. "B&G Rising Star Kickers are advocate for a healthier more inspired population of future competitive athletes in the 21st century.

Division and Age Groups

12 and Under Division:

Ages (8-12)

18 and Under Division:

Ages (14-18)

Code of Conduct/Sportsmanship

Athlete/Participant Code of Conduct/Sportsmanship

- No unsportsmanlike conduct will be tolerated. Any player ejected from a game for unsportsmanlike conduct must sit out the next scheduled game that is played.
 - No profanity or tobacco products will be allowed on the facility.
 - All players must be in team uniform (uniform shirt and black shorts/tights/pants)
 - Any player ejected from a game for fighting may be suspended/ejected from league play.
 - Do not argue with the match official. If you disagree, have your captain or coach approach the match official during a break in play or after the match is concluded
 - Control your temper. Verbal abuse of officials or other players, deliberately distracting or provoking another person is not acceptable or permitted in any sport
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 - Maintain your focus and work hard for yourself and your team
 - Be a good sport and be prepared to acknowledge good play whether it is from your team or the opposition
 - Be a good sport and be prepared to acknowledge good play whether it is from your team or the opposition
 - Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player
 - Remove all jewelry prior to training and match play, as it is a hazard to you and those around you
- I, the undersigned agree to abide by the above Player/Participant Code of Conduct

and have read and understand the Code of Conduct Policy. I understand that any violation of this code may result in an initial warning based on the violation; one game suspension, multiple game suspension, or suspended for the season.



The Playing Field

The field shall be established on any safe terrain suitable for play in accordance with the following provisions which equal the dimensions of a softball field:
the kickball diamond is a square with equal sides of 60 feet or about 20 paces with a base at each corner **(18 and Under Division Only)**.

(For the 12 and Under Division) the bases are 55 feet.

b. the distance from home plate to second base and from first base to third base is 84 feet 10 1/4 inches or about 28 paces. **(18 and Under Division)**The distance between

b1. (For the 12 and Under Division) the field dimensions are the distance from home plate to second base and from first base to third base is 74'-10 1/4 inches.

c. the pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or about 14 paces from home plate, and directly aligned with the 1st-3rd base diagonal
(18 and UNDER Division)

d. the sidelines are lines 10 feet on the outside of and parallel to the foul lines, the area between the foul lines and the sidelines is the sideline area

e. the kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Lines extending forward from the sideline cones perpendicular to the front of home plate make up the sides of the kicking box. The area directly forward the kicking box is fair territory. The kicker is not required to start in the kicking box; however the kick must occur within the kicking box.

f. the foul lines are fair territory.

The strike zone is a three-dimensional irregular pentagon based on the shape of home plate and is one (1) foot in height. The front of the zone aligns with the front of home plate. The sides of the zone extend one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate. The strike zone may not be marked by cones or other raised objects.

All participants must respect and obey all rules and regulations pertaining to the field used for games. Any player or Referee wholly or partly in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when wholly in foul territory. A player jumping from fair territory is in fair territory while in the air. A player in foul territory does not extend foul territory by jumping or reaching into fair

territory.

Upon notification to the Head Referee of any improper field set up, the field layout shall be corrected before the beginning of the next play. Protest based on field set up will not be considered.

- Optional Extra Base: When available, an additional base may be set up adjacent to First Base to provide more room for the runner. If an Extra Base is used:

a. The Extra Base is only available for runners traveling from home plate

b. Fielders trying to make an out on first base must touch the base in fair territory (the First Base). Runners hindered by a fielder touching the base in foul territory (the Extra Base), will be safe;

c. When a play is attempted at first base, a runner who touches the First Base prior to being called safe at the Extra Base shall be called out

d. Once a runner has reached first base safely the runner must start the next play on the First Base. Any runner standing on or touching the Extra Base at the beginning of the next play will be out; e. No additional base may be used at any other base;

f. The Runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Extra Base

g. The runner may use First Base if attempting to advance to Second Base, or if there is no fielder on First Base. A runner using or touching First Base in any other circumstance is out. **(ONLY FOR 18 and UNDER DIVISION)**

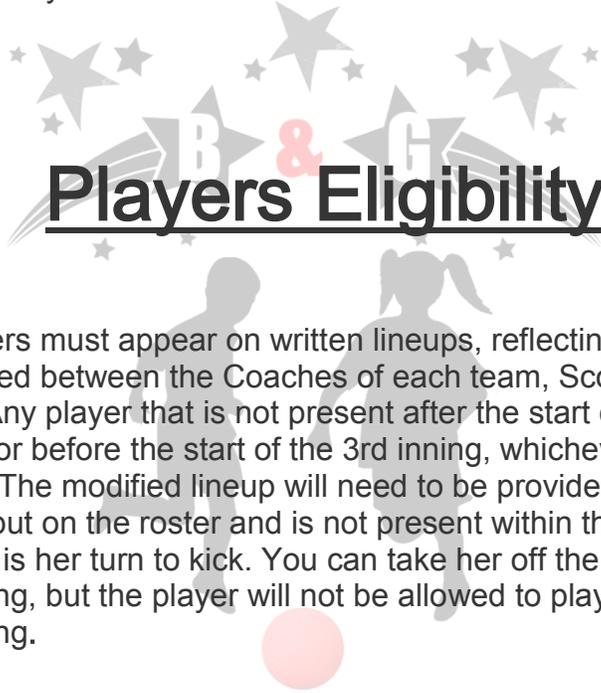
Rule above about EXTRA BASE does not apply to the 12 and UNDER!!!!!!

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Sideline area. Prior to the kick, no participants (or spectators) may be in the sideline area except for the next kicker, the catcher, Referees and designated base coaches. After the kick, fielders and base runners in the process of playing the game may also occupy the sideline area. The first infraction of this rule will result in a warning to the team that caused the infraction. The second and each subsequent infraction will result in an out for the next kicker in the written kicking order on the team that caused the infraction.

Equipment

While on the field players must wear the official athletic clothing designated for their use. Athletic shoes are required. Metal cleats are not allowed. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Referee as a performance enhancement must be removed or the player will be removed from play. All player attire is an extension of the player. No jewelry of any sort is allowed.



Players Eligibility

All participating players must appear on written lineups, reflecting that game's kicking order, to be exchanged between the Coaches of each team, Scorekeepers and Officials before play begins. Any player that is not present after the start of the game will have a 15min. grace period or before the start of the 3rd inning, whichever comes first, to be added to the roster. The modified lineup will need to be provided to parties mentioned above. If a player is put on the roster and is not present within the first two innings will be called out when it is her turn to kick. You can take her off the roster before the bottom of the 2nd inning, but the player will not be allowed to play if she arrives after the bottom of the 2nd inning.

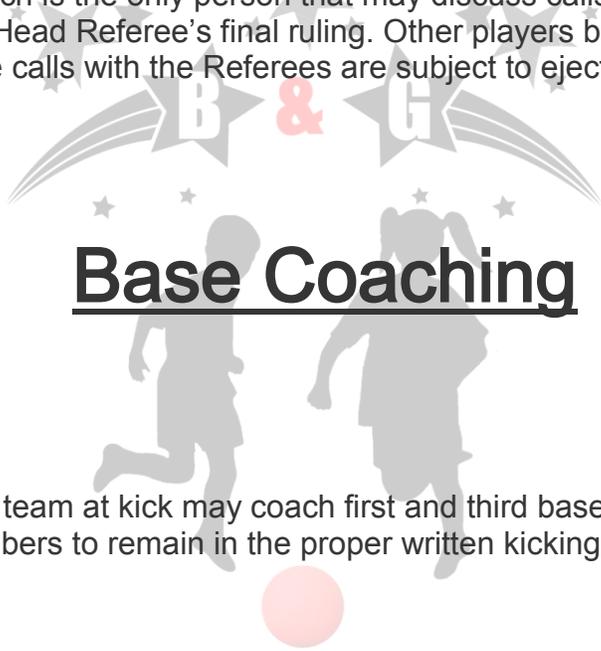
A claim of improper kicking order must be made to the Head Referee by the opposing team and then cross reference with the official score keeper for final resolution. Such a claim must contain two parts: 1) that the written kicking order was exchanged in accordance with the claim is made on the field 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.

Teams

Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning.

While fielding, each team must field at least eight (8) and no more than eleven (11) players, which must include one pitcher and one catcher at any time during the game.

For a given game, each team shall have a head Coach who is jointly responsible for the team. The Head Coach is the only person that may discuss calls with the Head Referee, but must accept the Head Referee's final ruling. Other players besides the Head Coaches that dispute calls with the Referees are subject to ejection from the game.



Base Coaching

Two members of the team at kick may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.

Base coaches may not physically assist runners while the ball is in play. If the Coaches and or Base Players are in the foul territory and a player is attempting to make a play on the ball that the Coach or Base players must move out of the way, allowing the player to attempt to make an out in foul territory.

Regulation Game

Full regulation games last six (5) innings or 50 minutes, in the event that the 50 minutes expires before 5 full innings have been completed, the current inning must be completed and will serve as the final inning (provides both team same number of offensive attempts to score). There will be no ties as an outcome to a game.
(FOR 18 and UNDER Division ONLY)

(12 and Under Division Only)5 innings or 55 minutes!!!!!!!!

- a. Team with the highest run total after the final inning based on above criteria will win the game and the game is considered over
- b. If the Home team has the lead entering the bottom of the final inning or acquires the lead in the bottom of the final inning then the game is instantly over.
- c. In the event of a tie at the bottom of the final inning than we will play sudden death. Sudden Death will begin with the last out from the previous inning placed on 2nd base. There will be 2 Balls, 2 Strikes and 2 Outs. Both teams will get a chance to score. The team that scores the most runs will win. Sudden death continues until some one wins the game!!!! **(18 and Under Division ONLY)!!!**

(For the 12 and UNDER Division) Sudden Death will begin with the last out from the previous inning placed on 2nd base. The count will be 3 Balls, 2 Strikes, 3 fouls and 2 Outs. Both Teams will get a chance to score. Sudden Death will continue until one team WINS!!!!

A game that is called off by the Referee for any reason before three full innings of play shall not be considered a regulation game and a new game will be rescheduled.

A game is considered complete after a full 3rd inning is in the books (due to unforeseen circumstance).

Pitching, Catching and Fielding

PITCHING: Balls must be pitched by hand. There are no restrictions on pitching style.

FIELDING: Proper Field Position must be maintained by all in-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:

a. Fielders: All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal;

b. Pitchers: The pitcher must finish the act of pitching within the pitching perimeter; the pitcher must be within the pitching perimeter 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 perimeter.

c. Catchers: The catcher must be positioned within or directly behind the kicking box and behind the kicker, parallel to the front edge of home plate. The catcher may not make contact with the kicker or position so closely to the kicker as to restrict the kicking motion. The kicker may trigger a position violation through maneuvers judged by the Ref to be deliberately tricky or unsportsmanlike.

d. Defenses are allowed to have a max of 6 players in the in-field and a total of 8 to 11 on the field at any time. Each team has to kick all players that's on the roster.

e. Fielders has to be a minimum of 4(Females) and the remainder are males.

KICKING

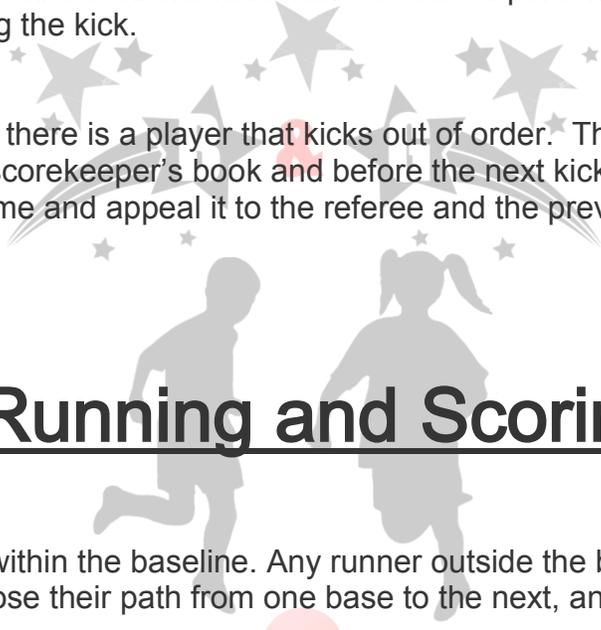
Kicks must be made by foot, ankle or shin. Kicks with other parts of leg (knee or thigh) outside of foot are considered as a foul ball.

All kicks must occur:

a. at or behind home plate. The kicker may not step in front of home plate to kick, if a ball is kicked in-front of the plate that ball is considered a foul and if caught the kicker is considered out. The kicker will also receive a warning. After two team warnings each additional infraction will result in an out.

b. within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick.

Kicking out of order If there is a player that kicks out of order. The Scorekeeper is to note it in the official scorekeeper's book and before the next kicker kicks we need for the coach to stop the game and appeal it to the referee and the previous kicker is OUT.



Running and Scoring

Runners must stay within the baseline. Any runner outside the baseline is out

- a. Runners may choose their path from one base to the next, and may follow a natural running arc;
- b. Runners are free to change course to avoid interference with a fielder making a play;
- c. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.

Obstruction. Fielders must stay out of the baseline. 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 baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.

Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.

Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.

Runners hit in the foot will be considered safe unless jumping or sliding which will be considered an out. These two rules help to avoid injury.

A tag-up is required only when a player has left a base after the ball is kicked and before it is caught. Once the ball is caught if the player has intention to advance a tag-up is necessary before advancing to next base. The runner must stay on base until the ball is kicked not until a fielder makes contact with the ball.

There are no ties, the runner has to beat the ball too the base!!!! Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base (By turning your body inside to the left towards second base)

Base Running on Overthrows:

a. an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player at 1st and 3rd base; a runner may advance base beyond the base at own risk on or running toward when the ball travels into foul territory; if any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running an over throw is only when a ball is thrown in the dugout, over the fence, and or towards 1st or 3rdbase and goes into foul territory (The runner then ONLY gets 1 base!!!)

Running past another runner is not allowed. The passing runner is out.

Scoring:

A run scores when a runner touches home plate. "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.

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Strikes and Balls

Strikes

A count of three (3) strikes is an out.

A strike is:

- a. a pitch that is not kicked and is not called a ball that enters any part of the strike zone.
- b. an attempted kick missed by the kicker inside or outside of the strike zone

BALLS

A count of three (3) balls advances the kicker to first base.
(18 and Under Division ONLY)

A count of four (4) balls advances the kicker to first base.
(12 and Under ONLY)

A ball is:

- a. a pitch outside of the strike zone as judged by the Referee where a kick is not attempted
- b. a pitched ball that does not touch the ground at least twice or roll before reaching the kicking box
- c. a pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box;
- d. a pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker;
- e. a pitched ball that is higher than one foot at the plate.

OUTS

OUTS: A count of three (3) outs by a team completes the team's half of the inning.

An out is:

a. a count of three (3) strikes, (3) fouls or any combination of strikes and fouls
(18 and Under ONLY)

(12 and Under) 3 strikes and (4) fouls

b. any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may

incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground;

c. a Force Out, being 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, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base;

d. a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play;

e. a kicker or runner that interferes with the ball

f. a tag of a base by any part of a fielder's body, while the fielder has control of the ball before the runner originating at that base can tag-up as required due to a caught ball

g. a runner off base when the ball is kicked

h. a runner physically assisted by a team member and or coach during a play

i. any kicker that does not kick in the proper kicking line up

j. a runner that passes another runner

k. a runner outside of the baseline

l. a runner who misses a base, as called by a Referee upon the conclusion of the play;

m. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play;

n. a runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner;

o. a runner coming from home plate who steps on First Base when required to use the Extra Base (while an Extra Base is in use) Runner must turn to the right outside of first base not inside left, or the runner can be tagged and is OUT.

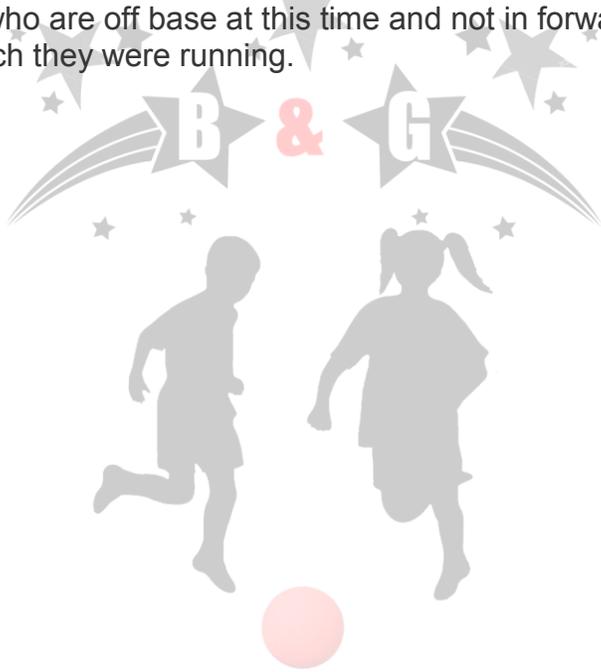
p. a player improperly occupying the sideline area after their team has been issued a warning

q. when the kicker at any point touches the ball being pitched to them they are out

r. after two warnings a kicker who steps over home plate to kick is out

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.



Injury and Substitutions

In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held. The clock remains running through injury timeouts.

If a player is ejected, injured, or becomes ill and cannot continue, the written kicking order will continue in the same formation, less the removed player. There is no “automatic out” when the removed player’s spot in the order is reached.

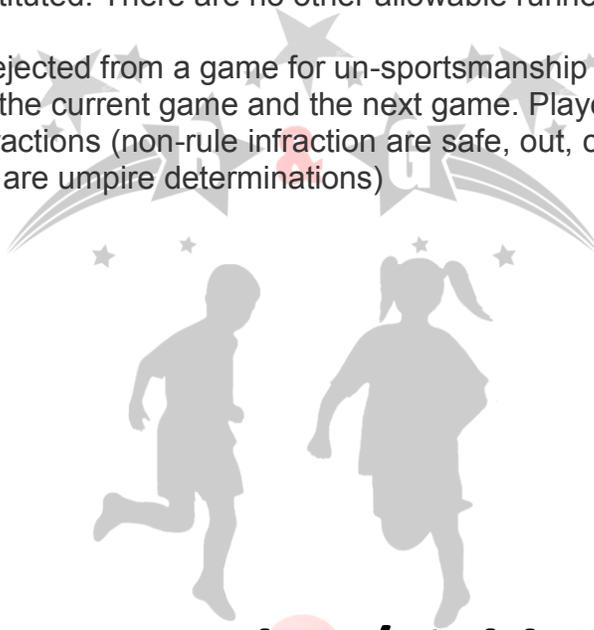
Injured players who do not kick shall not play in the game.

Any player removed from the game for injury or illness must be noted on both team written kicking orders and mentioned to the Head Referee. Once the Pitcher and or Catcher have been removed from his/her Pitching/Catching position due to injury he/she cannot return as Pitcher/Catcher, he/she will be allowed to play another position. If he/she is injured and cannot kick he/she will not be allowed to play the rest of the game.

The pitcher and the catcher positions may only be replaced once per inning each, unless injury forces another substitution.

Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions.

Other Player will be ejected from a game for un-sportsmanship conduct will have to sit out the remainder of the current game and the next game. Players not on the original roster or any rule infractions (non-rule infraction are safe, out, catch, no catch, fair, fouls, strikes or balls these are umpire determinations)



Inclement Weather/Field Conditions

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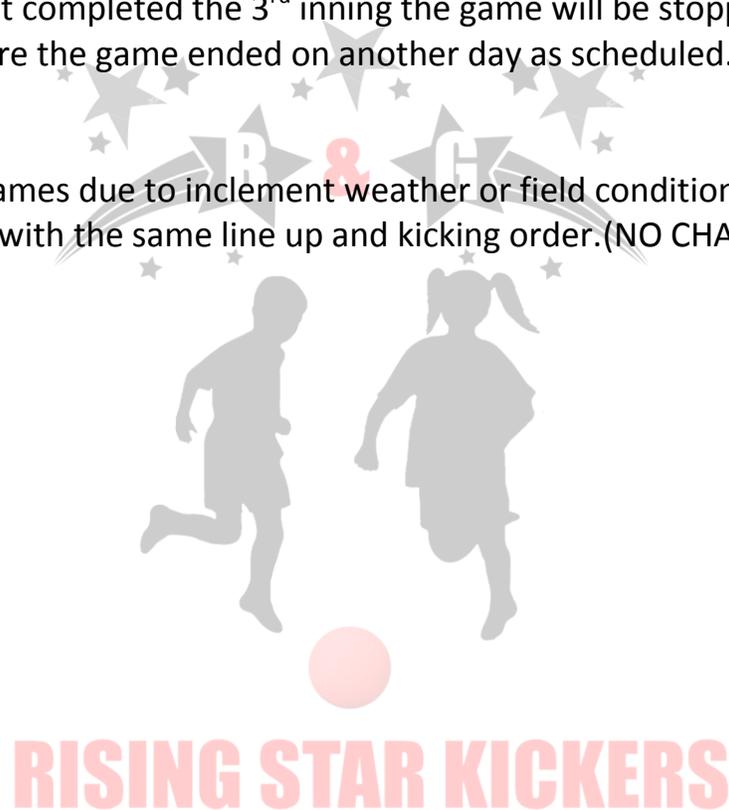
A. All games will be determined by the park and league officials 2 hours prior to game day event.

B. B&G will play during the light rain as long as the field remains in playable conditions.

C. In any event that the fields are in terrible shape, we will weigh out all our options to play the games. Even if we have to move to another field or location.

D. If thunder and lightning begins during a games, the game will be stopped. Will delay the game for 20 minutes to see if the weather permits the game to continue. If the game has completed 3 full innings and is in the 4th inning that game is considered a complete game and the team who has the lead will win the game. If the game has not completed the 3rd inning the game will be stopped and will begin again where the game ended on another day as scheduled.

E. All make up games due to inclement weather or field condition will resume where it ended, with the same line up and kicking order.(NO CHANGES can be made)!!!!







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