

FTW Kickball Official Rulebook

v5.0

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FTW KICKBALL OFFICIAL RULEBOOK

1 The Game

- The basics of kickball is based on softball (running around the bases, etc.). The more specific rules are spelled out in this rulebook.
- To play, please make sure you are physically fit enough to play the ultra demanding sport of kickball. :)
- Finally, the object is to come out meet some friends or new people and have fun.

1.1 The Players & Teams

- This is a Co-Ed league with 8-11 players on defense, and there must be a minimum of 4 girls (no maximum) on defense at a time in order to have a full defensive team of 11 players.
- There is a maximum of 11 players on defense.
- There is a minimum of 8 players to play a game with no greater than a 2:1 ratio of guys to girls; fewer than 8 players is a forfeit:
 - a. The result of a forfeited game shall be a score of six (6) to zero (0) in favor of the offended team.
 - b. The result of a game in which both teams have to forfeit (mutual game forfeit) shall be a score of six (6) to six (6).

Acceptable League Defensive Player Combinations

- 3 girls + 5 guys = 8 players
- 3 girls + 6 guys max = 9 players (this is maximum defensive players with only 3 girls)
- 4 girls + 4 guys = 8 players
- 4 girls + 5 guys = 9 players
- 4 girls + 6 guys = 10 players
- 4 girls + 7 guys = 11 players
- 5 girls or more can be on defense there just needs to be 8-11 total defenders

Registration Process

- During registration teams are allowed to select a team color once reaching 12 registered players.
- Recommended roster sizes are 14-18 players to balance between reducing potential forfeit and playing time needs.
 - a. the league will help combine incomplete registration teams by combining groups to make a complete roster of no more than 18 players. (example: group of 12 & group of 6 = 18; group of 9 & group of 9 = 18; group of 7 & group of 6 & group of 4 = 17 players)
 - b. for teams of 14-15 players we will help round out rosters with 1-2 Free Agents(as available) up to a max of 16 players.
- The kicking order may contain more than 11 players (No maximum number of kickers).
 - a. Not all players in the kicking order are required to be fielders.
 - b. Once a team has completed the kicking order one time, no new kickers may be added to the kicking order. (Except to reach 11 total players for games started with 8-10 legal players, then kickers are added to the end of the kicking order)
- One team will be the home team and starts the game in the field (defense).
- One team will be the visiting team and start the game by kicking (offense).
- The home/visiting team will be determined by a coin-flip or rock-paper-scissors
- All players must be registered FTW Kickball players
- It is highly recommend all players wear the provided team shirts that are similar in color.
- All player's uniforms and attire are an extension of the player.
- Metal spikes or metal cleats shall not be worn by players while participating in game play.
- Athletic gloves that provide an unfair advantage cannot be used (goalie gloves, tacky receiver gloves, baseball gloves, etc...) but players can wear basic gloves to keep their hands warm.

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1.2 FTW Kickball Emergency Sub Position

- A coach may add one sub position to their team for the league determined price, if desired.
- **The sub cannot be a registered player from another roster in that league.**
- This spot could be an add/drop for different players, but any person playing as that sub would have to first sign a Waiver & Release form for that season.
- The subs would not be eligible for post-game bar raffle tickets, end of season party, or able to be used for the playoffs.
- The team sub position may be provided with an FTW Kickball shirt. The coach can charge a substitute player for a portion of the fee, or collect from their team players, but we'll leave that up to the coaches to decide.

1.3 Game Length

- The game is 6 innings or 55 minutes whichever comes first. After 55 minutes, the current inning will be completed (the whole inning is played unless the Home team is ahead).
- The winner of the game will be the team which has scored the greater number of runs at the conclusion of the 6th inning or completion of the inning of play when the time runs out.
- Games may end in a tie. Any regular season game that is tied at the end of six (6) innings or 55 minutes will be recorded as a tie in the regular season standings.
- **To expedite play, if the Away team is ahead by 8 runs or more going into the 6th inning, the inning will be 'flipped' to let the trailing team kick first in the top of the 6th inning.**

1.4 The Field

- The bases (first, second, third and home) make a 60ft square.
- First base is 60ft from home base.
- A safety base is placed next to first base for the kicker to contact while running to 1st base in order to avoid collisions with the defender at first base.
 - a. Players should attempt to avoid excessive contact while running bases and playing defense, if it looks like there may be contact just let the ball go or run around the contact there aren't any professional scouts here so just relax and have fun out there.
 - b. If a player is attempting to run to the safety base (Head Home Base Umpire decision) and the ability to run to the safety base is interfered by the opposing team, then the player may run to the inside base to avoid contact. Defensive Interference will be determined by the Head Home Base Umpire per section 5.1.
- First base is placed inside the first base foul line and the safety base is placed outside the first base foul line. **(have an additional space of 'one base' between the 1st base and the safety base for more separation for the runner and defender)**
- Third base is 60ft from home base.
- The pitcher's mound is located directly between 1st & 3rd base.
- The pitching mound is a ten (10) foot radius circle with the pitcher's plate in the center of the pitching mound.
- The outfield is the area between two foul lines formed by extending two sides of the infield square out to the fence.
- The infield and outfield, including the foul lines, and properly placed bases and cones, are in fair territory and all other are foul territory.
- The kicker's box is a 10 foot square with the front of the kicker's box aligned with the front side of home base and the strike stripeTM.
- Home Plate is part of the kicking box.
- Cones are placed to mark the corners of the box.
- Cones are placed halfway between Home and First Base and between Home and 3rd base to designate the men's foul line.

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1.5 The Officials

- Each game will be officiated by one Head Home Base Umpire as assigned by FTW Kickball.
- The Head Home Base Umpire will stand behind the catcher. Their duties are to:
 - a. Take full charge of, and be responsible for, the proper conduct of the game;
 - b. Call and count balls and strikes;
 - c. Call and declare fair balls and fouls except those commonly called by Field Umpires;
 - d. Make all decisions as they relate to the kicker;
 - e. Make all decisions except those commonly reserved for the Field Umpires;
 - f. Determine when a game shall be forfeited or suspended;
 - g. Announce and impose time limits and length of game restrictions;
- Each game will also be officiated by two Field Refs: one at first and one at third base.
- The Field Refs shall be provided by the designated team (an independent third party team that is listed on the schedule).

The Field Refs may take any position on the playing field they think is best suited to make calls on the bases while not interfering with game play but will typically be near 1st & 3rd base. Their duties are to:

- a. Make all decisions on the bases except those specifically reserved to the Head Home Base Umpire;
 - b. Assist the Head Home Base Umpire in calling interference, defensive line infractions, illegal kicking infractions and fair and foul balls.
- All final decisions on rules interpretations will be decided by the Head Home Base Umpire.
 - If different calls are made on a play the head home base ref will first call together the other two refs to the side to discuss the play and determine a final ruling. The head home base ref will make the final decision, then share the ruling with the coaches and play will proceed from that point.

2 Kicking

2.1 A Kicked Ball

- For a kick to be legal, the kicker must make contact with a pitched ball inside the kicking box.
- A kicker becomes a runner when they legally kick a ball that becomes fair.
- An illegal kick is a:
 - a. Ball touched more than once by the kicker (double kick);
 - b. Kick on or above the knee;
 - c. Ball intentionally touched by any body part other than the leg;
 - d. Ball stopped or trapped by the kicker;
 - e. A kicker making contact with a pitched ball outside of the kicking box, which includes in front of the plate, will be ruled a foul ball. When the kicker initially makes contact with the ball, the initial contact must be inside the kicking box. Initially making contact outside the kicking box is a foul ball.

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2.2 Fair and Foul Kicked Balls

- A fair ball is a legally kicked ball that:
 - a. A ball that stays fair and settles on the ground in fair territory between home and first base or between home and third base;
 - b. Is touching first or third base with any portion of the ball before passing the foul line;
 - c. Flies past first or third base and first falls on fair territory beyond first or third base;
 - d. While the ball is in fair territory it touches an umpire or player that is touching fair territory;
- A foul ball is a legally kicked ball that:
 - a. A ball that touches foul territory at any time between home and first base, or between home and third base;
 - b. Flies past first or third base and first falls in foul territory beyond first or third base;
 - c. While on or over foul territory, touches an umpire, player or any object foreign to the natural ground (if the ball is fully over foul territory and touched, then it is foul).
 - d. A foul ball is an illegally kicked ball.

2.3 The Strike Zone

- A 4" "strike stripe"™ is placed across the front of home-plate marks the left & right edge of the strike zone.
- The bottom of the ball must pass over the "strike stripe"™ to count as a strike.
- Any pitched ball, that doesn't make contact with the kicker, is called a ball if:
 - The pitch is outside the "strike stripe"™.
 - The bottom of the ball bounces above 1ft off the ground in the area from the front of the "strike stripe"™ to 1ft behind home plate.
 - The pitched ball doesn't bounce twice or roll prior to crossing the "strike stripe"™.

2.4 The Count (Fouls, Strikes, Balls)

- Three Fouls = An Out
- Three Strikes = An Out
- Three Balls = A Walk
- Fouls count separately than strikes.

2.5 Home Runs

- The FTW Kickball League Fields are oriented to allow for Home Run Fences.
- A ball that passes over the fence, in fair territory in the air is a Home Run.
- A ball that strikes a tree hanging over the home-run fence into fair territory in the air will be determined by head-ref if it would have been a home-run, otherwise the ball will be played as a live ball as though it bounced off of a fence.
- A ball that bounces over the fence is a ground rule double.
- For a ball that has landed fair and would not have bounced over but was deflected off of a player over the outfield fence. Award 1 base for the hit, and a ground rule double for 3 bases.
- A ground rules double means the kicker and all runners on base move 2 bases from their starting position.
- The Home Run Limit is 3 per team per game.
- After 3 Home Runs a Home Run counts as an out.
- If a ball is touched by a defender in the air and the ball goes over the fence, it is NOT considered a home run. Exception: If it is determined by the Head Ref that the ball would have been a Home Run without the player touching the ball, the kick will be considered a Home Run. (Example: A defender makes a play on the ball at the wall, jumps above the wall, touches the ball, and it goes over the fence. This would still be considered a Home Run.
- If a player is pushing into the Safe-T-Fence in-order to catch a fly ball, then it is up to the umpires to determine if the ball would've cleared the fence

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- After a Home Run is kicked all players must advance 1 base successfully, but after that rounding the bases and touching home plate is a formality and an out will not be called.

3 Pitching

- The pitcher will begin the act of pitching completely within the ten(10)ft radius circle portion of the pitching mound that is behind the pitcher's plate.
- An illegal pitch is:
 - a. A pitch that is not made by hand;
 - b. A quick pitch;
 - c. A pitcher that does not begin the act of pitching completely within the portion of the pitching mound that is behind the pitcher's plate.
 - d. A pitch that is made in front of the pitcher's plate.
- The pitcher must stay behind the pitcher's plate during the pitch.
- A ball that pops or deflates due to the force of the kick will be ruled no-pitch
- A legally pitched ball that does not touch the ground at least twice prior to reaching home base is considered a ball.
- Intentional Walk: any at-bat where three illegally thrown pitches (examples: outside the box, less than 2 bounces, illegally delivered) are made to the kicker and charged as balls without a legally thrown ball or strike. The kicker will be awarded 2 bases, all other runners advance only if forced to advance similar to a regular walk.

4 Base Running

- A runner must start on the base until a pitched ball is kicked, if the runner leads off it is an out.
- A runner may advance once a ball is kicked.
- The baseline is a straight line from the runner to the base they are attempting to reach and is only established when a ball tag attempt occurs.
 - a. if the runner goes out of the baseline(3ft on either side of their line to the base) to avoid a tag, they are out.
- Runners may advance as long as a play is being made on a base runner.
- Runners must stop advancing once the ball is returned to the pitcher while the pitcher is in the 10ft pitcher circle.
- Base runners can only advance 1 base after an over throw into foul territory, unless the defense continues to make a play on a runner(attempts to get a runner out), then all runners may continue.
 - a. An overthrow is a throw towards a runner or an attempt by the defense towards a base where a force exists, and the ball travels into foul territory.
- Base runners can continue advancing on an overthrown ball into the outfield.
- If for some reason a live ball is considered 'out of play' (accidentally thrown over the fence or the ball rolls into an area where playing is hazardous (parking lot)), the kicker will be awarded two extra bases from the point when the call was made. This call is made at the Head Home Base Umpires discretion.
- Base runners can advance after a caught fly ball, if the runner touches the base they started on (This action is commonly referred to as a "Tag Up")
- Base runners can advance on a fly ball once it makes first contact with the defender.
- (Example: If the fielder attempts to catch a fly ball, bobbles the ball without the ball touching the ground, and then it is finally caught by that fielder or another fielder, the runner can "Tag-Up" as soon as the ball touches the first fielder attempting to catch the ball.)
- When touching home base to score a run, the runner may touch the white home plate outline OR the left "strike stripe"™. This is allowed to reduce potential contact during force plays at home.
- A base coach is a team member who is stationed in foul territory near first or third base and directs the kicker and the runners.

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- Base coaches may not make contact with a base runner while the play is active), if there is contact during the play the runner will be called out. After the play is over go ahead and high five (after a HR the play is not active, it's fine to high five then too)!
- A runner cannot pass another runner; the intended trailing base runner will be declared out.
- Teams may only replace a base runner twice during a game. Upon the second replacement of a specific base runner that player shall not return to the game. The pinch-runner is the last same sex person to make an out.
- In the event a base moved locations while a runner was advancing into a base, the runner should attempt touch the original location where the base was located or the new location of the base if the runner was unaware that the base moved.

5 Defense

5.1 Defensive Players

- This is a Co-Ed league with 8-11 players on defense, and there must be a minimum of 4 girls (no maximum) on defense at a time in order to have a full defensive team of 11 players.
- There is a maximum of 11 players on defense.
- There is a minimum of 8 players to play a game with no greater than a 2:1 ratio of guys to girls; fewer than 8 players is a forfeit:

Acceptable League Defensive Player Combinations

3 girls + 5 guys = 8 players

3 girls + 6 guys max = 9 players (this is maximum defensive players with only 3 girls)

4 girls + 4 guys = 8 players

4 girls + 5 guys = 9 players

4 girls + 6 guys = 10 players

4 girls + 7 guys = 11 players

5 girls or more can be on defense there just needs to be 8-11 total defenders

- All players (except the catcher) must start in fair territory and behind the respective off-sides lines as described in section 5.2.
- Defensive players may not interfere with a base runner or intentionally contact a runner to keep them from advancing.
- Defensive Substitutes: One pitcher change is allowed per inning, other players are allowed to be substituted for during an inning for illness or injury.
- The catcher should not block home plate when making a defensive play at the plate, rather providing a path for a runner to score and avoid collisions.
 - a. For force plays at the plate, the catcher may touch the white home plate outline OR the right "strike stripe"™. This is allowed to reduce potential contact during force plays at home.

5.2 Catcher Rule

Catcher must remain behind the kicker (cannot be beside the kicker) and has to have both feet inside the catchers box until the kicker makes contact with the ball.

- The catcher box is the same as the kicking box except it extends backward indefinitely.
- If the catcher is outside the catcher box when the ball is kicked, it is an encroachment.

Clarification:

- The catcher doesn't have to be directly behind the kicker. The catcher can be latterly left or right... just not outside the box before the kicker makes contact. If the kicker starts way behind the box the catcher can wait 2 feet behind the kicking box along the edge and stay out of the way of the kicker.

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5.3 Off-Sides Line

- For male kickers:

The Off-Sides Line is the perpendicular line from the pitching rubber to the 1st & 3rd base lines. This makes a square which all defenders must start behind until the ball is kicked.

- For female kickers:

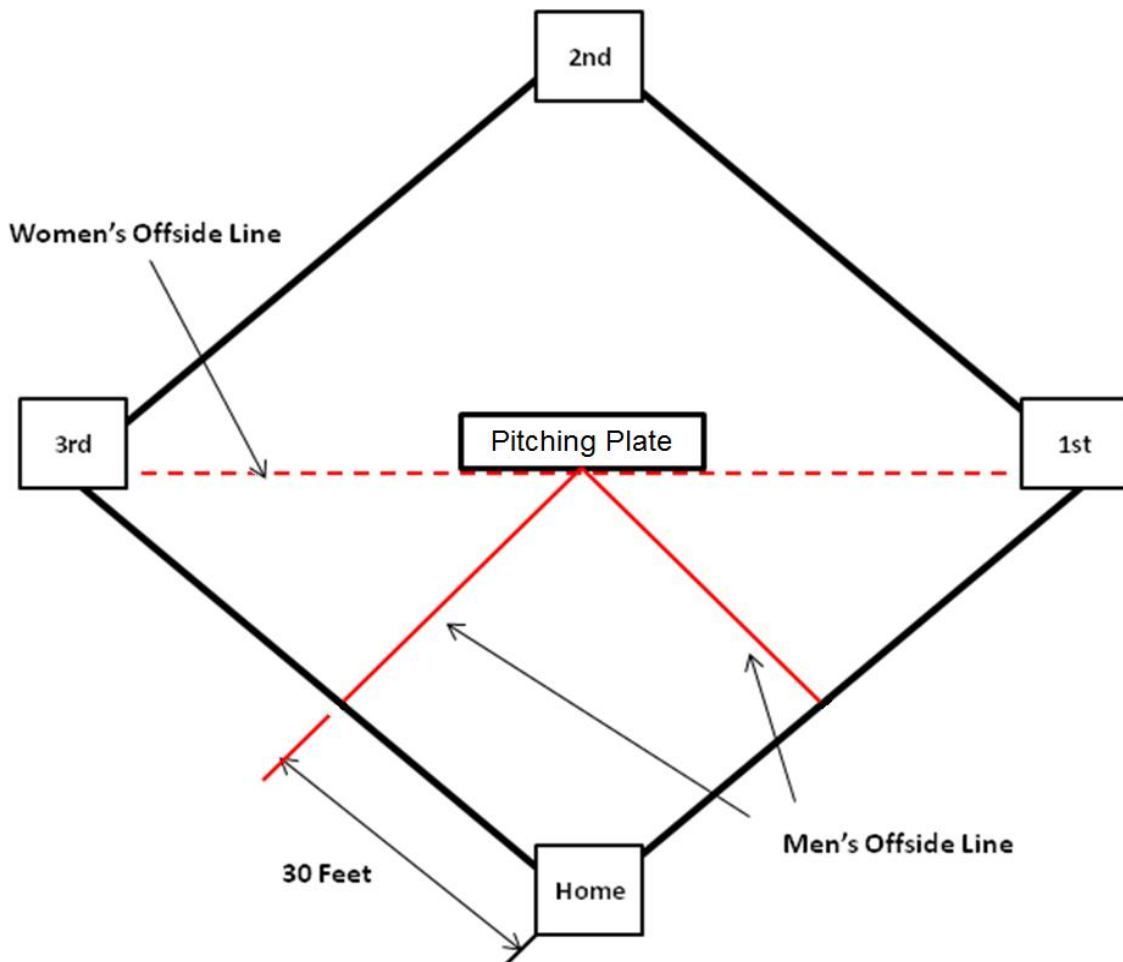
The Off-Sides Line is the imaginary line running from 1st base to 3rd base and defenders have to start behind that line until the ball is kicked.

- For the catcher:

The catcher must remain behind the kicker until the ball is kicked.

- Off-Sides Violation:

Each Offense: Kicking team has option on off-sides violations. Take the pitch as a ball or take the result of the play. (In the event of a walk, other base runners advance only if forced)



5.4 Outs

- A runner is out if they are contacted with the ball (except contact above the shoulders, unless the runner ducks, dives, slips into the throw or is sliding).
- A runner is also out if the defense has control of the ball on a base before a forced advancing runner reaches the base. (If there is no force, then contact must be made with the runner in order to get an out).

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- a. A force is when a runner legally loses their right to occupy a base and therefore must advance to the next base by reason of the kicker becoming a runner.
- b. A force is when a kicker has legally kicked the ball and therefore must advance to first base.
- A kicker is out if a defender catches the ball in the air.
- However, catching a ball after contact with a fence or pole in fair territory is still a live ball, runners may keep advancing. Catching a ball off of the fence or pole is not an out.
- If the fielder drops the ball while in the act of throwing the ball after a catch the ball shall be ruled to have been caught.
- Catching a ball then running into the Safe-T-Fence (which includes falling over it) is still an out. The play continues, so runners may advance per normal base running rules and the defenders should continue playing defense as a ball in play.

6 Miscellaneous Rules

- It is legal for an offensive player to slide into first base. It is preferred they slide into the safety base.
- On an overthrown ball that goes into foul territory, if the ball is stopped by an object or another person not playing in the game (ex. People watching the game, coolers, chairs, etc.) the play is immediately dead and the head umpire will determine if enough forward progress was made to award an additional base.
- Running to First Base
 - o When running to first, the runner and first base defensive player should exercise proper caution so physical contact between the two can be avoided.
 - o The runner should always run to the orange safety base and stay on the right side (foul territory) of the first base line.
 - o The defender should always stay left of the first base line (in fair territory) when trying to catch the ball at first base. IF the ball goes 'up the line' (more towards home plate or the area where the runner is still running towards first base), the defender should leave the base and not "stand in" or "reach into" the running lane.. If the defender is in the running lane while the runner is in the area the runner will automatically be given first base.
 - o If the defender is making a play at first base and the runner goes to the white base by mistake instead of the orange safety base and makes contact with the defender then the runner is out (exception: on extra base kicks the runner may go to the white base while attempting to advance, the first base defender should be out of the base path)