

2021 Jersey Club Sports Kickball Rules

1. THE #1 RULE IS TO HAVE FUN!!!
 2. NO arguing with the referee. The referee or field manager reserves the right to remove any players from the game or league if he/she is unsportsmanlike or intoxicated.
 3. Alcohol is NOT permitted at the field at any time. If we see it, you will be asked to leave. Smoking and vaping is not permitted anywhere in the park. (NJ law)
 4. Sneakers ONLY on the Challenger Field.
 5. If you chose to not wear Jersey Club Sports t-shirt you must show ID. Players must wear their team shirt for the playoffs (non-exceptions)
 6. Each non-roster sub- \$10 per sub fee per game and must register online before EACH game. Subs can only play a max of 3 games. Subs do not wear team shirts.
 7. Non-roster subs will be allowed during the playoffs if the player has subbed 3 games (must register each week and pay \$10 per game).
 8. Everyone kicks.
 9. INNINGS: A regulation game is 7 innings or 50 minutes, whichever comes first.
 10. SCORING: A tie game after 7 innings or 50 minutes will be declared a tie unless, time permitting, both captains and the umpire agree to continue play.
- Mercy Rule: If a team is up 15 runs after the 5th inning, the losing team can have the option of ending the game or continue to play for fun. Score will be recorded once the mercy rule happens.**
11. **COED RULES: 10 fielders (6 men, 4 women). Max 6 guys in field. You can play with 7 players but you must have at least 2 females in order to not forfeit. If you only have 2 female players, your team will take on automatic out, when that female spot in the lineup occurs.**
 12. If you do not have 4 females you must have a guy be the catcher.
 13. A game that is called off after 3 complete innings is considered a regulation game. If a game is called off before 3 innings every attempt will be made to make up the game.
 14. If the game is unable to be made up the game will be considered a tie.
 15. There is a **5-run** limit per inning except in the last inning where no limit exists.
 16. We can't control the weather! We HATE canceling games!!! Jersey Club Sports reserves the right to shorten a season due to excessive rainouts. We will try to make up

each game to the best of our ability. We will try to extend the season to make-up games or will reschedule games on another day. If we have more than 2 rainouts the games season will be shortened.

17. All forfeits must be made by 3pm. If a team forfeits after that time there will be charged a \$25 fee. The \$25 fee must be paid the following week after your forfeit.

18. Weather- we will decide 1 hour before the start of the first game. Since we can't control the weather, we may need to cancel games at the last minute. Please check the website prior to leaving for the fields.

Fielding:

- The defense consists of a Pitcher, Catcher, 1B, 2B, SS, 3B, and 4 outfielders.
- Outfielders must stay behind the white line separating infield from outfield until the ball is kicked.
- Infielders (including pitcher) must be behind the first 1st to 3rd diagonal until (green and tan line in field) the ball is pitched.
- If a team is short players, they may place defenders at any position on the field they see fit.
- Each team must always have a catcher unless it is agreed upon by both teams. No exceptions for playoffs.
- If a fielder interferes with a base runner in the baseline or at a base, the base runner safely advances to the base they were approaching.
- If a fielder is standing on the base, the runner will be safe. Please avoid a collision at the base at all costs.

Foul ball is a dead ball and runner cannot advance.

An outfielder can become a "receiver" and make a play at the base. Ex: the right fielder can cover first base to catch the ball if the 1st base player is not available.

An outfielder can throw the ball at a runner to make a play.

An Infield Fly is a fair fly ball (not a line drive or grounder) that, in the **judgment of the umpire**, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third (bases loaded) and less than two outs. The batter is called out, all runners can remain at their occupied base. Once the catch (or drop) occurs, the play is live, and runner can advance at their discretion.

Pegging:

- Pegging is allowed from the shoulder and down.
- If the runner is pegged above the shoulders, the runner is safe to the base they were running to and the play will be called dead. (if ball is going for head and they block with hand, they are SAFE)
- Runner is out if they are pegged above shoulders if they are bending down.
- When a player is pegged below the shoulders, the play will continue **(ball is live)** and all other runners may advance at their own risk

Pitching:

Ball must be pitched underhand and bounce 3 times before crossing the ENTIRE plate.

The pitcher CANNOT sidearm or overhand roll the ball when delivering the ball to the kicker. If the ref deems a ball is thrown side armed, the umpire will call "illegal pitch" and it will be an automatic ball, but if the players kicking decides to kick the ball, the ball is considering a live pitch.

Pitcher's delivery must be below waist, anything higher is considered an illegal pitch.

Pitcher must start in the brown area.

The pitcher must release the pitch behind the 2nd white stripe of the pitcher's area.

3 strikes = out (foul on the 3rd strike is an out).

Strike zone: is the area where the foul line meets the batter's box and straight down.

The ball must cross any part of the "plate" before it is kicked, or a foul ball is called.

Kicking:

Your kicking foot must pass your plant foot completely, or it will be considered a FOUL ball.

If a ball bounces over the fence touch or untouched it's a ground rule double.

Bunts are NOT allowed and will be considered a foul (strike).

A bunt is a foul ball.

WALKS ARE ALLOWED for all players.

All players kick and must kick in 2 males / 1 female order

Line-ups must be completed before your game to save on time. Lineups must be written out and cannot be changed once your team kicks. Lineup cannot be done on your cell phone.

The official lineup will be hung on the fence and the ref will follow.

Lineup: Softball lineup (you cannot have a guy at the bottom and 2 guys at the top). Females will be rotated in after 2 guys.

- In situations where a team has more men than women present, some women may need to kick twice in the rotation.

All players must kick before you can go to top of your lineup.

- The penalty for a team playing a game with 2 females the team must take an out in the kicking order every time that missing person's place comes up.

- The missing person(s) must be placed first in the batting order, keeping the alternating theme.

- A kicker must stand in the green behind the plate before the ball is pitched.

Pitch Runner

If a kicker needs a pinch runner the kicker must run to first base and the pitch runner will take over.

Base Running:

FORCE at all the bases. If the runner passes the blue tape marker on the field, he/she must advance to base. If the infielder tags the base before the runner hits the base, he/she is out.

Foul ball is a dead ball and runner cannot advance.

•Runners MUST run to the safety bases at all bases, failure to hit the safety base will be out. **Failure to run to the safety base at HOME will result in an out! No exceptions.**

•The base runner may run through bases. The base runner may not advance to 3rd base if he/she runs through 2nd base. Once the player runs through 3rd base he/she cannot advance to home. Once a runner runs through the base, he cannot advance, but any other baserunners may continue to advance at their own risk.

•Absolutely no sliding or diving while running the bases. Sliding or diving will result in an out.

•Runners must tag up as in softball. (based on when the ball is first touched by a fielder)

•Runners may be thrown out by hitting them directly with the ball. Balls may not be thrown at runners above the shoulders.

•No leading off or stealing, any players leading or stealing will be called out.

•Base runners must stay in the baseline. If a runner leaves the baseline they are considered out.

•If a runner intentionally uses the head or neck to block the ball the runner is out.

Ball in Play:

•Once the pitcher has **control** of the ball in the pitching area, the play is dead UNLESS the pitcher continues the play.

•If the runner is already advancing to the next base, he/she may continue or go back to the base unless he/she crosses the blue commitment line.