

RCSSC KICKBALL RULEBOOK

These rules were last updated on January 2, 2019.

RULE 1: TEAMS AND PLAYERS

Section 1. Team Formation

1. **Leagues Offered.** RCSSC offers two kickball leagues: SOCIAL, SUPER SOCIAL and EXTREME SOCIAL.
 - SOCIAL
 - SUPER SOCIAL is designed for teams and individuals who love to socialize and have GOOD athletic skills. Super Social is divided into two subdivisions: “IPA,” which is for teams with a winning record in the last season, and “Pale Ale,” which is for teams with a losing record the prior season and for Extreme Social teams with winning records.
 - EXTREME SOCIAL is designed for teams and individuals who love to socialize and have LIMITED athletic skills. **NO PLAYOFFS.**
2. **Seasons.** Kickball is offered in the spring, summer, and fall.
 - **Spring and Fall:** *2 LEAGUES—WEDNESDAYS & SATURDAYS*
 - **Wednesdays** at 6:20 PM, 7:20 PM, and 8:20 PM at Gillies Creek Park, 4425 Williamsburg Ave., Richmond, VA 23223 and Montrose Heights Park, 2022 Fenton St., Richmond, VA 23223.
 - **Saturdays** at 10:00 AM, 11:00 AM, 12:00 PM, and 1:00 PM at Gillies Creek Park, 4425 Williamsburg Ave., Richmond, VA 23223.
 - **Summer:** Games are played on Tuesdays, Wednesdays, and Thursdays at 6:20 PM, 7:20 PM, and 8:20 PM at Canoe Run Park, 600 W 22nd St., Richmond, VA 23225; Gillies Creek Park, 4425 Williamsburg Ave., Richmond, VA 23223; and Montrose Heights Park, 2022 Fenton St., Richmond, VA 23223.
3. **Fields.**
 - Fields 1–4 are located at Canoe Run Park (SUMMER ONLY).
 - Fields 5–15 are located at Gillies Creek Park.
 - Fields 16–17 are located at Montrose Heights Park.
4. **Number of Players.** All teams must have at least 12 players, but there is no maximum. All players must be listed on the team roster and sign the RCSSC waiver to participate.
5. **Adding Players.** Players may be added at any time until the final tee shirt order date. After that time, until the third week of play, a team must **contact RCSSC** before it may add a player. After the third week of play, team rosters are frozen. Teams must provide an updated roster to the Commissioner at the end of the third week. See the Commissioner for additional roster forms.
6. **Players on the Field.** A team can field no more than ten players at a time. At least four of the players on the field must be women. A team must have at least seven players and at least two women present at game time to avoid a forfeit.
7. **Playing Short.** A team may play with a full team of ten if its opponent is short a player.
8. **3-PEAT -- aka DYNASTY RULE.** Everyone loves a little competition, but one team dominating a league season after season can spoil the fun for everybody.

If a team retaining more than four(4) to six(6) players (based on the sport’s minimum roster size 6, 10 or 12) has won three championships in consecutive seasons for which they have been registered, that team will have to form two or more separate teams to promote balance in the league or withdraw their registration (no refund will be issued, league credit will be issued). The River City Sports & Social Club will have the option to,

in its discretion, request that team to form two or more separate teams to promote parity in the league or withdraw their registration. The team will then have the opportunity to divide their roster (with no more than four to six retaining players) to form two or more separate teams with each subsequent roster approved by the River City Sports & Social Club.

Section 2. Player Restrictions

1. **Age.** Players must be 21 years old at the start of the season. The Commissioner may request confirmation of age from players throughout the season.
2. **League Membership.** Players may only play for one kickball team, regardless of league.
3. **Violations.** Teams that violate the rules in this section will forfeit the entire season's games and must pay a fine.

Section 3. Uniforms

1. **Tee Shirts.** The RCSSC will provide each team with tee shirts for its roster. All players must wear the current season's RCSSC tee shirt for each game. You will receive the drink special at the bar ONLY if you are wearing the RCSSC team shirt.
2. **Permitted Alterations.** Players may add their names, numbers, and other similar personal information to their tee shirts. Players may also add depictions of the American flag. Players' additions may not cover the RCSSC or sponsor logo.
3. **Excluded Alterations.** Players may not add any corporate information to their tee shirts, including website addresses and company names. Players may not include any offensive material on their tee shirts. The Commissioner has the exclusive right to determine whether additions are offensive.
4. **Penalty.** Players who do not wear the official RCSSC tee shirt will be sidelined for that game. Players who are caught exchanging shirts will also be sidelined, and if the players are not listed on the team roster, the team will forfeit the game and must pay a fine. Teams with players who violate alteration guidelines must purchase new RCSSC shirts (\$20/shirt & \$24-2XL-5XL), and the team will forfeit all games until it has paid for the new shirts.
5. **Metal Cleats Prohibited.** Metal cleats are not allowed in the RCSSC. Players who wear metal cleats will be ejected from the game.

RULE 2: FORFEITS AND SCHEDULING

1. **Minimum Players.** If a team does not have the minimum number of players (eight, with two female players) five minutes into game time, a **\$50** forfeit fine will be assessed. The team that is short players will kick first and become the "away" team.
2. **Avoiding Forfeit.** If the forfeiting team contacts the RCSSC no later than 24 hours before the game, no forfeit fine will be assessed, since it will allow time for the opposing coach to notify his or her team of the impending forfeit. E-mail the forfeit notice to rivercityssc@aol.com.
3. **Fine.** The forfeit fine will be contributed to the forfeiting team's opponent's bar tab the following week. The fine recipient must use the tab the following week: the fine will not be carried over.
4. **Time of Payment.** All fines must be paid before the team's next scheduled game.
5. **Failure to Pay.** Teams that fail to pay an assessed fine before the subsequent week's game will have two points subtracted from their win total. After the second week, the fine will double.

6. **Ejection.** After three weeks of nonpayment, the Commissioner may eject the team from the league.
7. **Inclement Weather Policy.** In case of inclement weather, check the RCSSC weather hotline (804) 307-7294 and your e-mail for updates. If you do not receive a cancellation e-mail and there is no cancellation message on the RCSSC voicemail, all games are on.
8. **Regular/Post-Season Schedule Deviations.** The RCSSC's priority is to ensure that all teams play their full regular season schedule; post-season games are not guaranteed. Make-up games for both regular season and post-season games may be scheduled on days of the week outside of regularly scheduled game days and without regard to a team's day preference. When games are rescheduled, the Commissioner will e-mail the affected teams to allow sufficient time to adjust their schedules.
9. **No Refunds.** The RCSSC will not issue full or prorated refunds if the regular season or post-season is shortened due to inclement weather or for other unforeseeable reasons.

RULE 3: THE GAME

Section 1. Start of the Game

1. **Home Team.** The home team is listed first on the schedule and will take the field first. The home team will use the first base side of the field. (This is helpful when both teams are the same color).
2. **Players.** Teams shall consist of 10 players on the field at one time with a maximum of six male players and at least four female players. One player must be a catcher.
3. **Playing Short.** Teams must have a minimum of eight players, two of whom must be female players, to start a game. One player must be the catcher.
4. **Ghost Player.** If you do not have at least four female players, you must play short and will get an automatic out when that position, the "ghost player," is reached in the batting order.
 - If you play with eight players but have at least three female players, you do not have to take an automatic out.
 - If you play with eight players and have only two female players, you will get an automatic out when that position, the "ghost player," is reached in the batting order.
 - If you play with nine or more players (meaning additional male players on the "bench") and you do not have four or more female players, you will get an automatic out for each "ghost player" to keep with the maximum 2:1 male to female ratio in the batting lineup. Females CANNOT rotate through the lineup.
5. **Recording Score.** The RCSSC will provide an umpire, who will keep the official scorecard.
6. **Ground Rules.** The umpire will meet with the coaches of both teams before the start of the game to review the ground rules.

Section 2. The Clock

1. **Time.** All games have a 50-minute time limit. A horn will blow to start and stop games. All play will stop 50 minutes from time the game begins with the second horn.
2. **Innings.** There is no minimum or maximum number of innings. Games will be official after 4 innings or 3½ innings if the home team is ahead.
3. **Time Expiration.** If time expires in the TOP of an inning, the score reverts to the last full inning played.

EXCEPTIONS:

- If the home team is at bat, then they will be allowed to finish the inning.

- **Playoff Games.** At the end of regulation, teams will complete the current inning, unless the HOME team is winning in the bottom of the inning.
- **Playoff Tiebreaker.** If a game is tied at the end of regulation, a tiebreaker inning will occur. The home team will take the field with the visiting team at bat(kick). The Kicking order will continue from the previous inning. The last player out in the previous inning will be placed on second base. The kicker will start with a count of two balls and two strikes. After three outs, the home team will start its inning in the same format. Tiebreaker innings will continue until one team outscored the other.

Section 3. Lineup

1. **Lineup Cards.** The umpire's lineup card will be the official card for both teams. Umpires will give the lineup card to each captain before the game begins. Captains must fill out the cards with the following information:
 - captain's name,
 - team color and team #, and
 - each player's first name and last initial.
 Captains must return the card to the umpire before the first horn. Teams that do not hand in their card before the game starts will be penalized one out when at bat. Teams that do not hand in a card by the end of the first inning will forfeit the game.
2. **Batting Lineup.** Once the game begins, the batting lineup cannot change. All players must kick, but no more than two male players may kick in a row. A female player may kick twice in the same lineup to accommodate the 2:1 ratio of batting IF you have four or more females. That means the women rotate through but remain in the same female order.
3. **Field Lineup.** The field lineup can change as often as you would like. The idea is to let everyone play!

Section 4. Innings

1. **Official Game.** Games will be official after 4 innings or 3½ innings if the home team is ahead.
 - At the end of regulation, the score will revert back to the last full inning played if time has expired and the game is in the middle of an inning.
 - However, if the HOME team has taken the lead or ties the game when time expires, the score will not revert back.
 - **EXCEPTION:** If the HOME team was ahead in the previous inning and now is tied, then the score reverts back to previous inning. Games can end in a tie.
2. **Run Limit.** There is a nine-run limit per inning.
EXCEPTION: There is no limit in the bottom of the last inning if the kicking team is behind by more than nine runs.
3. **Slaughter Rule.** Any team that runs up the score and wins by more than 20 points will receive a loss. The slaughter rule applies only to the final score.
EXCEPTION: There is no slaughter rule during playoffs.

RULE 4: PITCHING AND CATCHING

Section 1. Pitching

1. **Strike Zone.** The strike zone extends one foot left and right of the plate and one foot above the ground from the bottom of the ball.
2. **Legal Pitches.** Pitching must be underhand only. All pitches should be kickable (no fast balls, curving balls, bouncing balls, or spinning balls).

3. **Illegal Pitches.** The umpire will call an illegal pitch/dead ball if the pitch is unkickable. If the pitcher continues to pitch illegal balls, the umpire will remove the pitcher. Teams will have the option of removing the pitcher from the game or replace them with a player who is already playing the field.
4. **Slow Pitches.** If the ball does not make it to home plate, the umpire will call a ball.
5. **Bouncing Balls.** If the ball is bouncing one foot above home plate, it will be called a ball. Any attempt to kick the ball will still be called a ball. The play is dead.
6. **Strikes.** If the pitch touches the painted lines around the plate, then it is a strike.
7. **Player Positions.**
 - The pitcher must stay in the pitcher's box until the ball is kicked.
 - No player may advance forward of the first/third baseline (diagonal) until the ball is kicked.
 - Outfielders may not come within 10 feet of the first-second and second-third baseline before the ball is kicked.
 - Infielders may not move out more than five feet from the first-second and second-third baselines before the ball is kicked.
 - If a fielder or pitcher makes an out by illegally advancing beyond the first/third baseline, the runner will be declared safe.
 - The catcher must stay three feet behind the kicker before the kick.
8. **Field Positions.** Fielders may switch positions once per inning. No switching back and forth repeatedly is permitted.
9. **Count. The count begins with one ball and one strike.**
 - The kicker is out after three strikes. A foul ball that is kicked after two strikes will be the third strike on the kicker.
 - If ball is caught in foul territory after the third strike, then the ball remains live. If the third strike is called because the player kicks the ball in front of the plate, catching the ball is not a factor.
10. **Ball in Play.** Once the pitcher has the ball in control and is inside the pitcher's box, the play is over. Play resumes once the next pitch is thrown. ONLY the pitcher may gain control of the ball inside the pitcher's box to stop play. He or she must have control of the ball. No fake outs. The umpire will call "time" to end the play.
11. **End of Play.** Once the pitcher has control and base runners are less than halfway between bases, they must return to their original base (called by the umpire).

RULE 5: KICKING

1. **Kicker.** The kicker must stand between the 15' kicker's line and home plate before the ball is pitched.
2. **Bunts.** All kicks must be made by foot or shin. Players must strike the ball with force. NO BUNTING! This is kickball, NOT buntball. Players must use a full follow-through kicking motion when striking the ball, with one foot crossing in front of the other with at least a three-quarter swing. If the umpire calls a bunt and a fielder catches the ball in the air, the kicker will be called out.
3. **Strikes.** A kick must be made at or behind the plate or a strike will be called. If a ball is kicked in front of the plate and is caught in the air, the kicker will be called out. (See dead ball.)
 - Kickers may not stop the ball then kick it.
 - Please let the catcher field the ball. Kickers stopping the ball behind the plate with their foot or picking up the ball technically can be called a strike.
4. **Distance.** All male players must kick the ball past the first/third baseline (diagonal). All balls that do not reach this line will be called a foul. If the ball is fielded before reaching the line, it is in fair play. All female players must

kick the ball past a line that is 25 feet from the plate. All balls that do not reach this line will be called a foul. If the ball is fielded before reaching the line, it is in fair play.

5. **Injured Players.** If a player is injured while kicking, the next kicker in the lineup should replace that person in the batting order with the ball/strike count remaining the same. If a female player is injured and the two previous kickers were male and next kicker is male, then the team should rotate its female players in the lineup so that it does not violate the rule prohibiting more than two male players kicking in a row.
6. **Designated Runner.** If an injury occurs but the player reaches any base safely, the player may designate a pinch runner: male for a male and a female for a female. The last person out from the preceding inning will become the pinch runner. The injured player cannot return to the game.
7. **Kicking Out of Order.** If a player is caught kicking out of order while at the plate, the player who was supposed to kick will approach the plate and assume the ball/strike count of the player who was kicking out of order. If the player who was kicking out of order is caught after reaching base safely, that player will be called "out" and all runners will return to their original base.

RULE 6: RUNNING

1. **Baselines.** Runners must stay within the baseline, and fielders must stay out of the baseline unless they are attempting to tag the player or catch the kicked ball. Fielders attempting to make an out by way of tagging the base may have their foot on the base, but they must lean out of the way of the baseline.
2. **Running to First Base.** The runner must run to the orange base. The fielder must use the white base for making the out. The fielder may tag the runner with the ball. PLEASE avoid body contact at all costs.
 - If the fielder uses the orange base to make a play, the runner will be safe.
 - If the runner tags the white base, then the runner is out. No exceptions.
 - If a fielder is obstructing the runner within the baseline, the runner will be safe.
1. **Running to Home Plate.** The runner must run to the orange home plate. The fielder must use the white home plate for making the out.
 - If the runner tags the white home plate and not the orange home plate, he or she is automatically out.
 - *There is always a force out at home.* There is ONLY one exception: If there is not a true force out (runner on second and first), then the runner coming from third can stop before crossing the halfway line and run back to third. Once you have gone beyond the halfway line, you MUST proceed to the orange home plate, the play is over. You either beat the throw or you did not.
2. **Sliding.** Sliding is not permitted. Sliding will result in an automatic out!
3. **Leading Off.** Leading off base is not allowed. A runner leading off base before the ball is kicked is out.
4. **Stealing Bases.** Stealing bases is not allowed.
5. **Tagging Out.** All ties go to the runner. Hitting a runner above the shoulders is not allowed and the runner is safe. The runner advances one base for his or her headache! (Exceptions: If the runner ducks, slides, or dives attempting to dodge the ball, it is the umpire's judgment.)
6. **Tag Up.** After a kicked ball is caught, runners must tag their original base before proceeding to the next base (that is, tag up). If the runner has not left the base, he or she may simply run to the next base without a tag up.
7. **Fly Balls.** At their own risk, runners can advance to the next base after a fly ball has been caught. If a fly ball is "bobbled" before being caught, the base runners may proceed to the next base once the ball is first touched if they tag up.
8. **Overthrows.** A runner may advance one base on an overthrow. An overthrow occurs when the ball goes out of the field of play and is more than 12 feet outside the foul lines or behind the home plate. For fenced-in fields

(e.g., a baseball diamond), an overthrow will be called if it goes over or beyond the fence. A ball that bounces over the fence in the outfield will be called a double. Field 11 has the “Green Monster,” and if the ball gets stuck on the hill of that field, it is an automatic double.

- If a ball thrown at a runner is deflected into foul territory, a dead ball will be called.
- If a ball thrown at a runner stays in fair territory, the ball is “live” and all other runners may advance at their own risk.

9. **Runners on the Same Base.** If two runners are on the same base at the same time, the fielder has a choice to tag either runner with the ball. That runner is out and the other may stay on that base.

RULE 7: THE CALLS

1. **Strike.** The umpire will call a strike in the following circumstances:
 - The kicker fails to kick or misses a pitch within the strike zone. If the ball hits the line on either side of the plate, that is a strike.
 - The kicker kicks the ball in front of the home plate.
 - The kicker starts behind the kicking line or kicks the ball behind the kicking line.
 - The kicked ball does not pass the 25’ line or the first to third baseline.
 - The kicker kicks a foul ball.
2. **Ball.** The umpire will call a ball in the following circumstances:
 - The pitch is outside the strike zone. (The kicker may still kick the ball.)
 - The pitch is bouncing. If the umpire calls a ball because of an illegal bounce, then the play is dead even if the kicker has kicked the ball and/or a fielder catches the kick.
 - The pitcher or any field player advances on the plate before the kick. If the ball is kicked, the runner will be declared safe, even if it is caught. All other runners will advance to accommodate the kicker taking first base.
 - A pitched ball does not reach home plate. The ball cannot be kicked.
3. **Fair Ball.** A legally kicked fair fly, line drive, or grounder shall be judged by the umpire according to the relative position of the ball and the foul line, including the cone at the end of the foul line, and not with respect to the position of the fielder (on fair or foul ground) at the time the ball is contacted.
 - A ball that is touched in or over fair territory and rolls into foul territory is a live ball.
 - A kicked ball that has passed first or third base in the air, lands in fair territory, and then travels out of bounds is still a live ball.
4. **Foul Ball.** A foul ball counts as a strike even on the third strike. A foul occurs when:
 - A kick lands out of bounds.
 - A kick lands in bounds but travels out of bounds (on its own) before it reaches first or third base. (Any ball that is touched is automatically in play.)
 - A kick does not meet the minimum kick requirement (first/third baseline for male players or the 25-foot line for female players).
 - A ball is kicked in front of the home plate. (If ball is caught during this play, then it is an out). No runners may advance if they are on base.
5. **Outs:** An out occurs when:
 - The count reaches three strikes.
 - A player is touched by the ball at any point while not on base.
 - A runner who is on the same base with another runner is tagged by the ball.
 - A kicked ball, foul or fair, is caught in the air.
 - A fielder tags a base to which a runner is forced to run.
 - A runner is off the base when a ball is kicked.
 - If a runner intentionally touches or stops the ball, the play ends. The runner is out. (Hitting the base with a kicked ball does not cause an out.)
 - A count of three outs by one team completes the other team's half of the inning.

6. **Walk.** A walk occurs once four balls are called, keeping in mind the count is one ball and one strike before the first pitch.
 - Any walks to a male player with a female player next at kick will result in him advancing to second base. Current base runners will proceed to the appropriate bases to make this possible. The female player will then kick unless there are two outs. If there are two outs, she will have an option to kick or take the base.
 - When the ghost player is next at kick, the above rule applies. So, if runners are on base, for example, if they are on second and third and a walk occurs, the run will score. Then the ghost player will be called out at first. Therefore, if there are two outs and the run scores, the inning is over.
7. **Dead Ball—Kicking.** The umpire will automatically call a dead ball if the ball is kicked by a player who is behind the 15' kicking line, the player has traveled in front of home plate, the player bunts, or the player does not attempt to use a full follow-through.
 - If a dead ball is caught in the air by the fielding team, it will be ruled an out.
 - If a dead ball was kicked on the ground, then a strike will be called.
8. **Dead Ball—Fielding.** When a ball is thrown to the pitcher (ONLY) from a fielder, the 9 x 9 pitcher's box will be considered dead ball territory. The umpire will call "time" or "dead ball" once the pitcher has control of the ball inside the pitcher's box. All play will stop.
 - All runners who have not reached the halfway line will return to the previous base.
 - All runners who have passed the halfway line will be allowed to advance, including to home plate.
9. **Infield Fly Rule.** For an infield fly rule to be called, runners must be on first and second base, and there must be fewer than two outs.
 - The kicker is automatically out when the umpire calls the infield fly rule and the ball will be declared dead if kicked up into the air (not line drives) to an infield player.
 - With two outs, a ball kicked in the air to the infield will remain a live ball.
10. **Errors.** There are no errors.

RULE 8: SPORTSMANSHIP

1. **Social Aspect of League.** Teams should patronize the sponsor bar after its game. The league's focus is on being social, not winning or losing.
2. **Unsportsmanlike Conduct.** Any RCSSC member who does not conduct himself or herself, whether on or off the field, in a manner that demonstrates courtesy and respect for his or her teammates and other teams will be removed from the league. The RCSSC will keep a record of all players and/or teams that engage in unsportsmanlike conduct.
3. **Player Penalties.** Players who engage in two offenses will be suspended from the league and be ineligible to participate in any RCSSC sports for one year.
4. **Ejections.** Players who engage in unsportsmanlike conduct will be subject to ejection. Ejected players will not play in the next game. Unsportsmanlike conduct includes, but is not limited to, the following offenses:
 - arguing with the umpire,
 - throwing the ball at another player in an unsportsmanlike manner, and
 - wearing metal cleats.
5. **Player Penalties.** Players who engage in two offenses will be suspended from the league and be ineligible to participate in any RCSSC sports for one year.
6. **Team Penalties.** Teams that engage in two offenses will be ineligible to participate in any RCSSC sports for one year.

7. **Fighting.** Fighting will result in a player's or a team's permanent suspension from participation in the RCSSC.

RULE 9: UMPIRING

1. **Responsibilities.** Kickball is umpired by RCSSC staff members. Umpires will stand just outside the first baseline to the right of home plate.
- With the lineup cards in hand, the umpire will announce the current and on deck kicker. The kicker on deck must be in position to kick next.
 - After the end of each half inning, the umpire will announce the inning and game score. If there is a discrepancy in the score, the team's captain must make the umpire aware of the discrepancy immediately.
 - The umpire will call "time" or "dead ball" to end each play. Once he or she says "time" or "dead ball," all play must stop (both throws and runs).
 - The umpire will make all calls: balls, strikes, and outs.
 - The umpire will announce "illegal pitch" or "dead ball" (high bounce, too fast, etc.).
 - The umpire will have the final call on every play.

REMINDERS

- RCSSC umpires have the final ruling on all game rules.
- Avoid all contact at all times.
- If a rule is not otherwise stated here, standard ASA softball rules apply.
- NO sliding.
- NO metal cleats.
- NO glass containers.
- NO alcohol.
- NO parking on the field.
- Coaches must keep track of batting order, innings, and score.
- Please police yourself.
- Coaches must control their team. We are all adults. Enough said.

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