



2016 INDOOR KICKBALL RULES

www.cusesports.com info@cusesports.com

315-45-SPORT—315-457-7678

1. Field

1. All games shall be played at Syracuse Indoor Sports Center 4989 Hopkins Road Liverpool NY 13088
2. Bases will be approximately 60 feet apart.
3. ALCOHOL is NOT allowed inside the Syracuse Indoor Sports Center, and is grounds for ejection.

2. Equipment:

1. All games shall be played with a 8.5 inch Official rubber kickball. Kickball's are provided before the start of each game.
2. Metal spikes are not allowed! (PERIOD) All Fields feature Play-field Turf...feels and plays like real grass! All players must wear turf shoes or indoor shoes (flats)...**NO Cleats!**

3. Officiating:

1. Teams will need to pay the umpire 15.00 before the start of play before each game. Umpires are SSA Professionals. All games will have 2 umpires.
2. The umpire's word is final and not to be disputed unless a blatant contradiction to the official rules has been committed.
3. Umpires, directors and facility owners may eject players for unsportsmanlike behavior. Any player ejected for any reason will be suspended for the **following 2 weeks of game(s), The team may also be suspended from the following weeks game(s) and THE TEAM must pay the league a \$100.00 re-in statement fee and 26.00 umpires fee before they play in another game.** Any player ejected from a game twice will be suspended for the season. Any unwanted physical contact with any player, umpire, field monitor or spectator will result in immediate dismissal from the Syracuse Adult Kickball Association for life.
4. Any occurrences which are not covered in the rules shall be settled by the Umpire & Field Monitor and noted for later rule updates.

Players will remember we are all out here for fun. Unsportsmanlike conduct will not be tolerated.

4. Regulation games

1. A regulation game shall consist of 7 innings or a time limit of 55 minutes. If a game starts late, it shall be played until 5 minutes before the next games starting time. Home team always gets last ups.
2. The umpire or director may call a game due to time; an inning may not reasonably be completed before the 55 minute time limit. As such, an inning cannot begin 50 minutes after the hour unless the score is tied.
3. A game is considered official once 4 full innings have been completed.
4. Regular season games may end in ties. If time permits, umpires and directors may grant additional innings if both captains agree to play them. During the playoffs, the winner shall be determined by whoever wins the next full inning (both teams get at-kicks).
5. In playoff and tournament situations, each team shall play short one fielder for each inning beyond 7, in boy, girl order. For example, a team in the 10 Th inning must take two male and one female off the field. This is for defense only; players can still kick in their respective slot in the line-up.
Called games shall be played at a future date agreeable to both team captains at a site to be agreed upon. Any games not replayed shall be counted as a tie in the standings.

The "Away" team shall kick first.

The "Home" shall kick second and gets last-at-kicks, in any inning.



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5. Number of participants

1. Rosters may hold 10 players and 5 subs. Teams may have 1 designated Kicker/Hitter (DH) Your DH can not play the field in this specific game. The DH may come in the game in the case of injury, and the injured player may not return to the game.
2. A maximum of 9 and a minimum of 7 players can be on the field for the fielding team of which at least 3 must be female. Teams may play with 2 females but must take an out every time she would have come up in the line up. It is up to the team with the missing player to notify the umpire when she should have kicked. Failure to notify the umpire will result in the ½ inning being over.
3. A catcher is not necessary for teams with less than 8 players.
4. There is no boy/girl kicking order rule. Players can kick in any order.
5. Teams with fewer than 7 players shall have a 10 minute grace period before a forfeit is declared.
6. Subs may be used, but must play in the field before kicking. A sub must stay in the game until they come up and kick at least once.

6. Pitching—Strikes— Balls

Pitching:

1. A legal pitch must be rolled underhand and not bouncy.
2. Pitches will be thrown in a civil manner, at a reasonable rate and not excessively bouncy. A guideline is pitching as though you are rolling it casually to a teammate. Fast, sidearm, curve-ball or overhand pitching is not allowed. Any pitch deemed by the ump or director to be out of the context of a casual pitch and **SSA's** sportsmanship will result in a warning to the pitcher and be deemed a ball. The next infraction will result in the replacement of the pitcher.
3. Pitchers must pitch from behind the pitching rubber or imaginary line from 1st to 3rd (running up to the rubber is not allowed).
4. Once the ball is pitched the pitcher may not advance forward until the ball is kicked.
5. Lateral movement by the pitcher is tolerated, as long as there is no encroachment.
6. Whether a pitch is a ball or strike, based on bounciness, should be based on the height of the last bounce before it crosses home plate.
7. Once the pitcher is in possession of the ball in the area of the pitchers zone OR once play is over as judged by the umpire time will be called.

Strikes:

- A "strike" consists of a ball that is rolled over any part of home plate.
- Any ball that is kicked into foul territory shall also be considered a "strike".
- Making an attempt to kick the ball and then missing the ball, constitutes a "strike", regardless if any contact was made to ball.
- Three "**strikes**" of any kind will result in an out.

Balls:

- A "ball" shall be called on anything that does not pass over home plate.
- A pitch must not be fast, sidearm, curved, bouncy or overhand or its a ball.
- Three called "balls" shall result in the ball being placed in front middle of home plate for a free kick. The kicker may kick or bunt the ball.



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7. Fielding

1. “Forbidden Zone” Fielders may not encroach forward of the imaginary line between 1st and 3rd base until the ball is kicked.
2. Encroachment into the “Forbidden Zone” results in the kicker being awarded 1st base if the encroaching player is the one who made the play. If the kicker/runner proceeds to second base the encroachment penalty is dropped.
3. Catchers must stand behind the kicker. Catchers may not interfere with a kicker, or the kicker is awarded 1st base. Catchers may advance forward as the kicker does.

8. Outs

1. The kicking team gets 3 outs per inning. An out results due to the following:
 - Three strikes
 - A ball caught on the fly or off a wall, net or any object.
 - Base runner is forced out
 - Base runner is hit with ball while not on base.
 - A missing 3rd female player.
 - An ejected player is an automatic out when they come up in the line up.
2. As even the most innocent looking pop ups are potential hits in kickball, there is NO infield fly rule. Due to some abuses of this in the past, there will be a “No Cheese” rule for situations where a fielder is judged to have intentionally allowed the ball to drop to turn a double play. (For example, team A has a runner on first. The kicker from team A kicks the ball in the air to the first base-person on team B. The runner on team A stays on first, while the kicker runs to first. The first base-person intentionally [and these are generally obvious] muffs the pop fly, tags the waiting runner and tags the base). As this is contrary to fair sportsmanship **SSA** promotes, the tactic will be deemed “Cheesy” and the runner and kicker will be deemed safe.
3. Only in force out situations will runs not count in third out situations (see next bullet).
4. A force out constitutes a defensive player touching the base where forced player is running to, either with ball in hand or by throwing to a fellow teammate that is covering the base, Or tags a forced runner with the ball.

9. Foul Balls

1. A foul ball that is caught counts as an out.
2. If a ball is touched in fair territory, it is fair, regardless of other factors, i.e. foot placement of the fielder.
3. Fair vs. foul: it is where the ball was determined to be at, by the umpire, in regards to the plain of the foul line, not where the defensive players positioning is (i.e. foot placement).
4. 3 kicked foul balls is an out.



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10. Kicking

1. The kicker must kick the ball behind home plate. Meaning, the kickers planted foot must be behind the front edge of home plate prior to kicking it. See Advantage Rule below.
2. “Advantage Rule” ...if a kicker kicks the ball before it crosses the front edge of home plate, the play is played out. If the play results in an OUT, the outcome of the play will stand. If the result is SAFE, then the play will be deemed a strike and the kicker will either get a second chance or be called out if they had two strikes against them already.
3. Bunting is allowed, by male and female players.
4. Bunting of any kind (by male or female) may not be executed by a team that is up by 7 or more runs. If this happens the result will be an automatic out. All kicks will need to be of full power and leg extension if said team is up by 7 runs.
5. Each team may have base coaches at first and third bases. Coaches may not physically assist base runners or they will be called out. Base coaches must make every reasonable effort to get out of the way for a fielder trying to make a catch. If a base coach obviously in the umpires judgment stood in the way the kick will result in a called foul ball and two strikes against the kicker.
6. Home Run Rule. Any kick that hits the back wall or netting above the **thick horizontal** board is a home run. The umpire will make a rulings by signaling.
7. A kicked ball that gets caught in a goal or under a bench or anywhere will result in the kicker being awarded 1st base if the ball gets caught in something before second base. If it gets caught in something after 2nd base then the kicker gets awarded 2nd base. Any base runners on base only get 1 base.

11. Running

1. Runners must stay in the base path or they will automatically be called out. Runner may use 3 feet of area on either side of the base path when they are being played on.
2. Base runners cannot advance until the ball is kicked, if the base runner leaves early then the play will result in a “do over” with a strike against the kicker. Unless the defensive make an out, then all the runners will go back to there base.
3. Defensive fielders impeding with the offensive runners’ path to the base, shall result in the runner being awarded the base they are attempting to run to.
4. Feet First Sliding is **NOT allowed** at Syracuse Indoor Sports Center. Sliding into any base will result in an out. Sliding twice will result in removal from the game.
5. Runners can tag-up, at their own risk, on a fair or foul ball once defensive player has caught and has control of the ball. Playing “volleyball” with the ball to freeze the runner will result in the kicker being safe and all base runners advance 1 base.
6. Leaving the base early when tagging up will result in the runner being out once the defense makes a proper appeal.
7. If any offensive runner passes a teammate that is running the bases ahead of them, the “passing” offensive player, will be called out.
8. Balls thrown at the base runner must be below the head. Any head shot incurred while the runner is in an upright running position results in advancement to the base they were running to. A runner hit with a live ball that ricocheted of anything and hit the runner in the head will result in an out.
9. Any intentional hitting of the ball with the head by a runner will result in an out.
10. If runner slides, jumps or ducts to avoid a ball, this does not count as a head shot and runner will be “safe” or “out” depending on umpires call of the play.
11. If a ball, that is kicked by the person up to kick, hits them or any base runner that is not on a base and is in fair territory, the kicker or said base runner is out, the play is still live. If runner is on the base and gets hit with a live ball, they are out if its a force out.
12. If the kicker is in foul territory when struck by the ball, it is a foul ball.



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12. Running Continued

1. Intentionally kicking the ball while running, by the kicker or base runner (offensive team), results in a dead ball. Said kicker or runner shall be called out and all runners will go back to the base they were at.
2. Pinch runners are allowed for injured players only, but the kicker must make it to 1st base before said pinch runner can run for them. The runner will be the player that made the last out, of the same sex, on the offensive team.
3. Injured kickers that cannot kick in their respective place in the line-up are not allowed a pinch kicker and are not allowed back into the game once they miss their turn due to an injury. Meaning they cannot play in any defensive position on the field. If a girl gets injured and there are no other girls available you must take an out for her position in the line up. The team with the injured girl must notify the umpire when her out is. Failure to notify the umpire will result in the ½ inning being over.

13. Standings / Scoring

1. Forfeit: teams forfeiting games will receive a loss in the standings and receive 0 Runs For and 7 Runs Against in the respective standings columns. Teams must pay a forfeit fee of 30.00
2. Team receiving forfeit will get 7 Runs For and 0 Runs Against in the standings. This equals one run per inning that would have been played.
3. Standings tie breakers are as follows:
 - Head to head
 - Runs Scored
4. The winning team **must** submit there score online at www.cusesports.com or call 315-457-7678 with in 24 hours of game completion. Failing to do so will result in a tie game.

14. Protests

1. Games may be played under protest. Captains **MUST** notify the umpire that the game is being played under protest immediately. Protest consist of many different things, but usually a game under protest is because an action 100% affected the outcome of the game.



SPORTSMANSHIP POLICY

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The Syracuse Sports Association Zero Tolerance For Poor Sportsmanship

The Syracuse Sports Association was started in the hopes of developing a social organization that at its core has a fundamental belief in sportsmanship, fair play and community building. It is the belief of the SSA that all three of these important elements begin with individual members and extend to entire teams. Furthermore, it is the responsibility of every player, fan and supporter of the SSA to ensure that they do their individual part to promote the core beliefs of the SSA. While the appropriate level of competitive play is expected in the appropriate leagues, it shall be understood that at no time should the Spirit of the game or any player, fan or supporter be made to suffer at its expense. Everyone is charged with the responsibility of developing a bond of mutual respect among all players, adherence to agreed-upon rules of play/conduct, promoting the SSA and for fostering a love for recreational sports. Actions such as taunting in an extreme manner, name calling, excessive profanity, dangerous aggression, intentional fouling, or other 'win at all costs' behavior are hereby strictly forbidden and are considered contrary to both the Spirit of the game and to the Mission of the SSA and must be avoided by all players.

Failure to do so will have severe consequences.

The Syracuse Sports Association has instituted a **Zero Tolerance Policy** for poor sportsmanship, extremely aggressive behavior, trash talking that does not fit within the SSA code of conduct and for any behavior that is "contrary to the Spirit of the Game." Furthermore, excessive profanity, especially stemming from disagreements or during taunting will not be permitted and will be considered an example of poor sportsmanship and will be subject to penalties.

ENTIRE TEAMS WILL BE PENALIZED FOR THE BEHAVIOR OF INDIVIDUAL MEMBERS.

Teams are expected to police the behavior of their members for the entire duration of the season at hand regardless of whether or not they are currently playing. Any extreme behavior occurring in the stands, after games or at any later date any where SSA members are assembled will be subject to the same penalties. Understand that if any member of a team or person known to be associated directly with that team is ejected from the game or park for any violation or if a person is a constant source of controversy, **THE ENTIRE TEAM MAY BE SUBJECT TO PENALTY. Any player ejected from a game for any reason will be fined 50.00 before they can play in another game.** Captains are expected to be the first line of prevention and expected to police their members. If you cannot control a person on or off the field, you are expected to remove them from the SSA for the benefit of your team, fellow players and for the good of the league. If not, your entire team will suffer penalties. No exceptions.

IT IS UNDERSTOOD THAT THIS IS EVERYONE'S ONLY WARNING!!!

SSA Directors will investigate all infractions fairly and aggressively and everyone is reminded of the following fact: as commissioners of this league, we will have final say on all matters. We also reserve the right to consult with anyone we see fit. If warranted, any of the following penalties may be additionally imposed for unsportsmanlike conduct or any behavior that is contrary to the Spirit of SSA Leagues:

- (a) The offending individual may be banned from all future SSA events and will not be allowed in SSA facilities.
- (b) The offending player's team may be further penalized with a 1 week suspension meaning any games scheduled for the following week will be forfeited and the team and its members will not be permitted in SSA facilities for that week.
- (c) The offending team may be dropped from the remainder of the schedule or season. **No refunds** will ever be issued.
- (d) The offending team and any players associated with that team may not again be allowed to participate in the SSA, penalties are not limited to only those listed.

Any violations occurring during playoffs, tournaments or charitable events will be considered the most extreme and teams will be immediately forfeited from the remaining games. Additionally, if that team participates in the next season, they will forfeit their first game 7-0. No team will be allowed to participate in the SSA with 3 or more members from a previously banned team. It is the responsibility of captains to ensure their team is aware of SSA's Zero Tolerance policy.



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Umpire Problems? - info@cusesports.com

WEBSITE:

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Questions, Comments or Concerns:

info@cusesports.com

Submit Score www.cusesports.com or 315-457-7678

FIELD RESERVATIONS: Free to participating members.

Call 315-457-7678 or email info@cusesports.com