



# OFFICIAL KICKBALL RULES

## 1. Fields:

- a) The SSA Facility Staff will determine if the fields are playable on a daily basis usually 2 hours before the start of any game. Sometimes it may be sunny & dry, but the fields are just too wet and mushy to play on. It is advised in questionable weather situations for teams to call 315-447-5686 or visit [www.SyracuseSportsAssociation.com](http://www.SyracuseSportsAssociation.com) prior to leaving for the field. Players will receive a text and/or email message in the event of a cancellation.
- b) Alcohol is allowed but may not be consumed on the field. **GLASS BOTTLES ARE NOT ALLOWED**. Please clean up after yourself.
- c) Bases are 65 feet apart. Home-run fences are approx. 150' from home plate.
- d) SSA does host leagues at multiple locations, please be aware of any local public or private rules that different parks may have.

## 2. Equipment:

- a) All games shall be played with an 8.5 inch SSA Official rubber kickball. Kick balls are provided before the start of each Game. Only official SSA provided kick balls can be used for games. If you would like to purchase a ball for practice they are \$12.00.
- b) Metal spikes/cleats are not allowed, NO EXCEPTIONS—rubber / plastic bottomed cleats, turf shoes and sneakers are allowed. Steal toe Boots, sandals, flip flops, bare feet and all other foot wear will be deemed unsafe, and the player cannot play in them. If a player is found to be wearing illegal/unsafe foot wear they will be allowed to change them but.
- c) Teams are encouraged to wear matching shirts; either team shirts or shirts that are the same color. Outer wear is acceptable but please wear your team shirt over it, if possible.

## 3. Officiating:

- a) Teams must pay the umpire \$15.00 B & C Divisions—\$20.00 A Divisions before the start of play before each game. Playoff and championship games in all divisions will always have 2 umpires, and teams will have to pay the umpire \$20.00 per game.
- b) The umpire's word is final; there should be no discussion of any judgment calls (out/safe, ball/strike). Any discussion of an error in applying a rule should be civil; screaming and yelling will not be tolerated.
- c) Umpires & Directors may eject players for unsportsmanlike behavior. Any player ejected for any reason must leave the park immediately and will be suspended for the following 2 weeks games and are subject to league to fines or re-instatement fee's before they play in another game. Subs can't be used for an ejected player. If an ejected player was subbing with someone, neither player can kick but the non-ejected player can still play in the field. Any player ejected from League play 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 Sports Association for life. Umpires will summon law enforcement & charges will be pressed when necessary. Ejected players must leave the park immediately. Game will not resume until ejected player has left the park.
- d) Any occurrences which are not covered in the rules shall be settled by the Umpire & or Director and noted for later rule updates.



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## **4. Regulation games:**

- a) A regulation game shall consist of 8 innings.
- b) No new inning shall start after 55 minutes from the scheduled starting time of the game, regardless of the actual start time. If a game runs late, the next game will still get their full 55 minutes.
- c) A game is considered official once the losing team has kicked 4 times.
- d) Regular season games may end in ties. If time permits extra innings will be played to break ties. Both teams get to kick. In extra innings both teams will start with runner on second base. This person is the last person scheduled to kick.
- e) Called games may be played at a future date agreeable to both team captains at a site to be agreed upon. Any games not re- played shall be counted as a tie in the standings.
- f) The "Away" team shall kick first. The "Home" shall kick second and gets last-at-kicks, in any inning. The Home Team is always listed 2nd on the schedule.
- g) Games cancelled due to weather will first be scheduled on the day the league usually plays on. If a make-up game is not possible on the leagues normal night because of multiple cancellations, the game will be scheduled for a weekend day. Games may get cancelled indefinitely, no refunds will ever be issued in case of cancellations due to weather.

## **5. Number of participants:**

- a) Roster can hold up to 20 players. All players must join their team through an online e-mail invitation. Rosters may be updated any time up to week 5; rosters are then closed. All players must play in at least 2 league games on the same team to be eligible for playoff games.
- b) Players may not sub for a division lower than you normally play. For example, a B division player on Wednesday may not sub in a C division game on Wednesday. C players are allowed to play up. Players can only play on one team on their night for the playoffs, even if their team is eliminated.
- c) B and C division games have a 10 player maximum in the field on defense; this includes a 7 male maximum. "A" division games have a 9 player maximum, 6 male max. The game will start if both teams meet the 7 player total/2 female minimum. A team can add late arriving players to the bottom of their lineup as they arrive up to a maximum of 10. If a team doesn't meet the 7 player total/2 female minimum after 10 minutes, a forfeit can be declared. If a team has ten or less players in the lineup, all players must play defense.
- d) A continuous lineup is allowed up to 15 players. For example, if you have 12 players at the start of the game, you may put all 12 in the kicking lineup. At least 3 females must kick in the first 10 spots; if playing with only 2 females, an out is taken no later than the 10th spot in the lineup. Any of these kickers can play in the field at any time as long as you keep to the 7 male max/ 3 female minimum. IF a player shows up after the game has begun they can be added to the lineup unless you already have 10 players. Then that player can still play but they have to play the field first and can only sub for one player already in your line up.
- e) There is no male/female kicking order rule other than 3 females must kick within the first 10 spots.
- f) A catcher is not necessary for teams with 7 players or less but is necessary with 8 or more players.
- g) Players can be substituted for once they have kicked. A kickers spot in the lineup may not change once the game has started.
- h) An ejected player is removed from the game and cannot be replaced with a sub. Whenever it is that person's time to kick an out will be called. The team must notify the umpire when this out is to occur or their 1/2 inning will be over.



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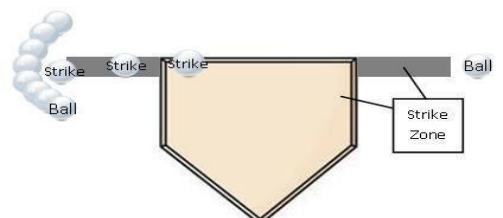
- i) A 12 run mercy rule will take effect after the losing team has kicked at least 5 times. The home team, if losing, will always get their kicks in the bottom of the inning.
- j) If a team suspects that the other team is using non-roster players they can request the umpire to do a roster check. The team in question must show their online roster to the umpire (log in on a phone). At this point the player in question, if before week 5 can be added to the online roster or removed from the lineup. After the first pitch has been thrown no roster questions will be heard. Any player in the lineup at that time will be considered a regular for the game.

## 6. Pitching:

- a) B&C Division Pitches: Pitchers are expected to roll pitches underhand and that are easy to kick. Curves, bounces and excessive speed can make, in the umpire's judgment, a non-kickable pitch. Unless kicked, the umpire will call a non-kickable pitch a ball. The umpire will warn any pitcher violating this "easy to kick" rule, and can remove them from pitching for the remainder of the game
- b) A Division Pitches: Pitches can be rolled in any matter, at any speed, except bounciness and as long as they are underhand. The strike zone in A Division leagues is also extended on each side of home plate.
- c) The umpire will determine whether a pitch is "kickable". As soon as the umpire decides that the pitch is too fast or bouncy, they will announce "Illegal Pitch" & put their fist out. The kicker now has the option to not kick it and have a ball called, or kick it, making it a legal pitch, and take the results of the play.
- d) Pitcher must pitch within 3 feet of the center of the encroachment line. One step over the line is NOT permitted as the pitch is released. A multiple step delivery is also not allowed. Once the ball is pitched, the pitcher may not advance forward until the ball is kicked. Lateral movement by the pitcher is tolerated, as long as there is no encroachment.
- e) A team may give one free-kick to the opposing team per inning; no pitches are required. Any attempt to circumvent this rule by intentionally pitching poorly will be dealt with as per Rule 6.B.
- f) Once the defense is in possession of the ball in the area of the pitchers' zone and is not making a play OR once play is over as judged by the umpire time will be called. Base runners can only advance to the bases they were going to unoccupied.

## 7. Strikes:

- a) B & C Division Pitches: The strike zone consists of home plate along with a line extending approximately 18 inches on both sides of the plate.
- b) A Division pitches: The strike zone consists of home plate and the same extended zone.
- c) A pitch that crosses any part of the strike zone and meets requirements in section 6 will be called a strike.
- d) A ball kicked foul, not kicked beyond the kicker's line or swung and missed will be called a strike.
- e) Kickers can be awarded a strike based on the actions of their teammates.
- f) 3 strikes of any kind; kicker is out





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## 8. Balls:

- a) A "ball" will be called on any pitch not swung at that does not pass through the strike zone.
- b) A pitch not meeting the requirements in Section 6 will be called a ball.
- c) Three called balls will result in a free kick. The ball will be placed on or behind the strike line; wherever the kicker chooses. The kicker must kick a fair ball beyond the kicker's line or will be called out regardless of the number of strikes.

## 9. Foul Balls:

- a) Position of the ball when touched, not the position of the fielder— determines fair or foul.
- b) As long as the fielder has not touched either the dead ball/out of play line or the ground beyond it they may make a legal catch of a ball kicked beyond the line. If caught first, the out will count. Once they touch out of play, dead ball, and one base award.
- c) The umpire will NOT say fair, but will point towards fair territory. Foul balls will be verbally called.

## 10. Play Is Over:

- a) There are 3 ways for a play to end:
  - The umpire decides that no further play will/can happen. Time will be called.
  - The defense has the ball in the area of the mound and makes no attempt at further action. Time will be called and runners advancing at this time will be allowed to continue to the base, if unoccupied.
  - The ball touches or goes beyond the dead ball/out of play line, a player in possession of the ball touches/goes beyond the dead ball line, or over the fence.

## 11. Outs:

- a) The kicking team gets 3 outs per inning. An out results due to the following:
  - Three strikes.
  - A ball caught on the fly.
  - Base runner is a force out.
  - Someone called out due to interference or on an appeal.
  - A missing 3rd female player.
  - Base runner is hit with ball while not on base, or while on a base if forced.
  - If a team bunts while up by 5 or more runs.
- b) An ejected player will be an automatic out when their spot comes up. You must notify the umpire when their spot comes up. If you do not notify the umpire it will result in the 1/2 inning being over.
- c) A force out involves the fielder touching the base or runner with the ball before the runner reaches the base that he/she has to advance to. If the 3rd out of the inning is a force out, no runs scored on the play will count.
- d) There is no infield fly rule; however we do not allow intentionally dropped balls for the purpose of creating double plays. For example with a runner on first base, the first baseman drops an easy fly ball, tags both the runner and base for a double play. Since this violates our good sportsmanship policy, all runners will be called safe.



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## 12. Over throws & Dead Balls:

- a) An overthrow is a ball that has been thrown or kicked by the defense, or deflects off a runner, touches or goes completely beyond the dead ball/out of play line. A dead ball is called. Bases are awarded to the runner as follows:
- b) A FAIR KICKED ball that goes out of play: 2 bases from the start of the play for all runners.
- c) An overthrow that goes out of play; runners are awarded one base from the last base that they were at. The direction that they were running does not matter.
- d) An intentional overthrow, whether thrown or kicked by the defense, in order to stop runners from advancing: 2 bases from the time that the ball goes out of play.
- e) An overthrow out of play at first base on the initial play on the kicker at first base: 2 bases for the kicker, one base for the other runners at the time that the ball goes out of play.
- f) 2 runners between the same 2 bases when the ball goes out of play: award is based on the lead runner; trailing runner does not push the lead runner.
- g) If a caught fly ball is then carried over the dead ball line or the defender touches the dead ball line, the play is dead. All runners advance 1 base.

## 13. Appeals:

- a) An appeal can be made if a runner misses a base or left early on a caught fly ball. The appeal may be made by the team captain, only.
- b) A "live ball appeal" is made by tagging the base or runner and announcing why you are appealing. Play is live and runners may advance.
- c) A "dead ball appeal" is made after time has been called. Simply announcing the appeal is all that is necessary. The appeal must be made before the next pitch.
- d) An appeal that creates a force out, if the third out will negate any legally scored runs on the play.
- e) If the appeal occurs on a tag up play and results in the third out, any legally occurring runs scored before the appeal will not count.
- f) If the appeal is for a runner missing a base, and it's the third out, legally scored runs will count if the appealed out was not a force out.

## 14. Fielding:

- a) The encroachment line is a straight line running between first and third base. No fielder is allowed over the line until the ball has been kicked. Once kicked a fielder may advance in an attempt to make a play.
- b) If a fielder does encroach and gets an out, the play is dead, kicker awarded 1st base and no out will count. Forced runners will advance. If no out is made on the initial play, the kicker/runner and any other runners will be protected only to their base.
- c) If the encroaching fielder touches a kicked ball short of the kicker's line, the kicker will be awarded first base.
- d) An encroaching player who does not make a play will be issued a team warning. Any subsequent encroachments by any team member will result in all runners being safe. Ball must be kicked.
- e) All fielders playing in the outfield, must remain in the outfield and may not move towards the infield until the ball has been kicked. The infield can only have 6 players in it to start any play. Outfield area is approximately 135' from home plate. See diagram on last page.



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- f) Catchers must stand behind or out of the kickers way; any interference will result in the kicker being awarded first base.
- g) Fielders covering first base must be in contact with the white half of the base; stepping only on the orange half will not count as an out. Collisions should be avoided. If you are not making a play, get out of the way.
- h) A fielder without the ball who impedes a runner, with or without contact, is guilty of obstruction. The runner, if put out, will be safely awarded the base they were heading to. The obstruction call is waved off if the runner had safely reached the base; they can be put out if they attempt to advance.

## **15. Homeruns & Fences:**

- a) Fielders may reach over or jump the fence to make a legal catch as long as they have not touched the ground out of play. The catch must be maintained once touching the ground for it to count. Any dropped ball beyond the fence will be considered a home run.
- b) Once a legally caught ball is ruled dead beyond the fence, time out is called. The out will count and all runners will advance one base from the start of the play.
- c) A fielder may touch the fence before the catch without penalty. Standing/pushing/significantly leaning on the fence is not allowed. Any ball caught by a player standing on or significantly leaning on the fence will be called a home run, no outs will be awarded.

## **16. Kicking:**

- a) All teams must have a written line up to start the game. Failure to have it will result in the 1/2 inning to end.
- b) Kickers cannot bunt the ball if up by 5 or more runs. A kick, fair or foul, that is designed to barely get past the kickers line is considered a bunt; the kicker will be called out, all runners return to their original base.
- c) While up to kick, if kicking out of order, replace them with the correct kicker; no penalty, keep the ball/strike count.
- d) If the error is discovered after they kick, they are out, all runners return to their original bases.
- e) Once the next kicker has completed their turn to kick, the out of order kicker is considered legal with no penalty. However, if their correct turn to kick comes up and they are on base, leave them on base and an out will be called in the line-up (just like when playing a female down.)
- f) If a kicker kicks the ball before it touches the strike zone line, a delayed dead ball occurs. If the kick results in a caught fly ball, the out counts; no runners can advance. If not a fly ball out, it is an immediate dead ball; strike on the kicker.
- g) All kicked balls must go completely past the kicker's line or a strike is called on the kicker. If the ball is touched by a fielder before it gets past the line; it is a dead ball, strike on the kicker. While attempting to touch the ball, if a fielder aggressively knocks/kicks the ball out of play or into the backstop or fence whether over the kicker's line or not, the kicker is awarded 2nd base; all other runners advance if forced.
- h) Base coaches are allowed at 1st and 3rd base, but must stand outside the dead ball/out of play line when a play is happening. Runners physically assisted by a coach will be called out. If a coach interferes with a fielder attempting to make an ordinary play, the kicker will be called out.
- i) On a play at 1st base, the kicker/runner must use the orange portion of the base. If there is no play at the base, the kicker/runner may use either side.



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- j) Sliding, either head or feet first, is allowed at 2nd, 3rd base and home plate. The kicker/runner may not slide/dive into 1st base on the initial play. Once reaching 1st sliding/diving back into the base is allowed. Kickers may over run 1st base. Please use caution when sliding.
- k) A kicker that intentionally makes contact with his/her fair ball for a second time will be called out; dead ball, all runners back to their original base. If the intent was to break up a double play, the kicker will be out and the runner closest to home will be out. Unintentional contact will result in the kicker being called out; play continues.
- l) Double kicking the ball during the initial kicking motion will be a dead ball, strike on the kicker.
- m) A pinch runner may be used for an injured kicker, the injured kicker must make it to 1st base. The pinch runner must be the same sex and farthest from being up to kick that inning.
- n) If an injured player cannot kick, they can be replaced by a qualified substitute as long as the 7 male max / 3 female minimum is not affected. If no sub is available, the spot in the lineup is skipped. Once skipped in the lineup, an injured player cannot return to the game. Playing with two females will result in an out every time the injured female is scheduled to kick.

## **17. Running:**

- a) When being played on, a runner may deviate approx. 3 feet on either side of a straight path to the base.
- b) Base runners cannot leave their base until the ball is kicked. If the kick is a pop fly and caught, the out will count and the runners go back to their base and cannot tag up. The defense cannot double up another runner. If the ball is kicked on the ground or lands then it is an immediate dead ball, strike on the kicker and runners go back to their base.
- c) Runners must touch home plate, not the strike zone line, when scoring. This also applies to fielders making a play at home.
- d) Runners can tag up, at their own risk, once the fly ball has been touched by a fielder.
- e) Leaving early on a tag up will result in an out if the defense properly appeals the play; see section 13. Appeals, for details.
- f) A runner passing a runner ahead of them will be called out; play continues.
- g) A runner touched by a ball while off base will be called out, with one exception. "Touched" includes throws, deflections, tags and fair kicked balls. The exception: A runner in an upright position, hit in the head/neck area, will be called safe and awarded the base they were going to. They play may be called dead due to player safety. No head Shots. However, if runner slides and is hit above the neck play counts.
- h) A runner, while on base, touched with the ball is safe unless they were forced to advance.
- i) Intentional contact with the ball by a runner results in a dead ball. The runner is out and other runners return to their starting base; a strike is called on the kicker. If the intent was to break up a double play, the runner closest to home will also be called out.
- j) Verbal Interference (screaming drop it or anything next to the fielder) is a serious violation of our sportsmanship rule. If a runner does this, they are out and other runners return to their original bases; strike on the kicker. If it is a coach, fan or team bench, the kicker is out, and everybody back. A second infraction will result in ejection.



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## **18. Obstruction /Interference/Collisions:**

- a) During play, players must make every effort to avoid physical contact with the opposing team. Any intentional contact will result in an ejection by the offender.
- b) Interference is called when a runner makes contact with a fielder about to make a play on the ball. This is the only time that a fielder is allowed in the base line. The play is dead; the offending runner is out, all other runners return to their last base. Verbal interference is also not allowed; see rule 17-J.
- c) On a play at first base, if an errant throw forces the fielder into foul territory, any contact will be ruled obstruction. If the contact occurs in fair territory, this is interference; runner is out.
- d) Any collisions at home plate that are avoidable by the runner in the umpire's judgment may result in an automatic out or ejection.
- e) Obstruction is called when a fielder, NOT about to make a play on the ball, impedes the runner. There does not have to be contact; slowing them down or making them go around the fielder is still obstruction. The play is live. If the runner is put out, dead ball; they will be called safe and awarded the base that they would have safely reached.

## **19. Forfeits:**

- a) Teams forfeiting games will receive a loss in the standings, receive 0 Runs Scored and 8 Runs allowed for the final score and will reflect in the standings accordingly.
- b) Things come up and we understand, therefore if a forfeit is unavoidable please notify us 6 hours before the start of the game by simply a Call/Text 315-447-5686. You can also email [info@cusesports.com](mailto:info@cusesports.com)— but you must get an email/text back confirming your forfeit. Please include your name, team name and game day/time in this message.
- c) Teams will be responsible to pay a 30.00 (regular season) and 40.00 (playoffs) forfeit fee to the league before they play in the next game if we are not notified.
- d) Teams that forfeit 3 games will be removed from the league, no refund will be issued.

## **20. Schedule & Standings:**

- a) Team schedules & Standings are always posted online at [www.SyracuseSportsAssociation.com](http://www.SyracuseSportsAssociation.com).
- b) The bottom team listed is the home team.
- c) Team standings are updated daily/as we get scores and are always online at [www.SyracuseSportsAssociation.com](http://www.SyracuseSportsAssociation.com).
- d) Standings tie breakers are as follows: Wins– Loss– Head to Head—Runs Scored– Runs Allowed– Alphabetical

## **21. Scores:**

- a) We now have two options for reporting scores:
- b) Scores can also now be updated right on your player page.
- c) The winning or home team must submit their score online at [www.SSASCORES.com](http://www.SSASCORES.com) within 24 hours of game completion. Scores not submitted within 24 hours of the last regular season game will be considered a tie game.





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## 22. Protests:

- a) A game may be played under protest. This can only occur if there is a direct contradiction of the playing rules & that contradiction 100% affected the outcome of the game. Protests must be brought to the official immediately and before a new pitch.
- b) Every attempt should be made to resolve the issue on the field. Officials should review a copy of the rules to verify the rule in question. This should clear up the problem in most cases.
- c) If either captain still deems that a protest is warranted, the following information must be gathered:
  - Exact line up from both teams.
  - The inning the game is in at the time of protest.
  - Time remaining in the game.
  - Pitch count on the current kicker.
  - Position of any base runners.
  - The number of outs.
  - Score.
  - Brief explanation.
- d) Both captains must sign the lineup sheets. Once the info is gathered the game can be finished. The protest info will be submitted to SSA Directors, reviewed and a decision will be rendered. If the protest is denied, the result of the game will stand. If the protest is confirmed the game will be re- started from the point of the protest and completed.

## 23. Roster / Waivers:

- a) All players must read and comprehend the rules. All players must furnish their information on the team's online waiver/roster, all players MUST furnish their email address and phone numbers. Any player that is found to be playing and not on that team's specific waiver/roster, will not be allowed to play the remainder of the game.
- b) In order to be eligible to play in a game you must be on the online roster. Captains are responsible for completing the online roster.
- c) It is the captain's responsibility to see that all forms are completed by their team. All forms are always at [www.cusesports.com](http://www.cusesports.com)



# OFFICIAL KICKBALL RULES

## Contact Us

Syracuse Sports Association/SSA, 7384 Thompson Rd, North Syracuse, NY 13212

### **Phone Numbers & Websites:**

**EMERGENCY**.....911

SSA Office: 315-447-5686

Andy Cherock (Rock) – [Andrew@cusesports.com](mailto:Andrew@cusesports.com)

**Umpire or Rules questions? -**

[info@cusesports.com](mailto:info@cusesports.com)

### **WEBSITE:**

[www.SyracuseSportsAssociation.com](http://www.SyracuseSportsAssociation.com)

General Questions: [info@cusesports.com](mailto:info@cusesports.com)

### **Winning OR Home team submits game scores:**

[www.SSASCORES.com](http://www.SSASCORES.com) or 315-447-5686

Captains ONLY can now updates scores from their Player/Team page on the SSA website.

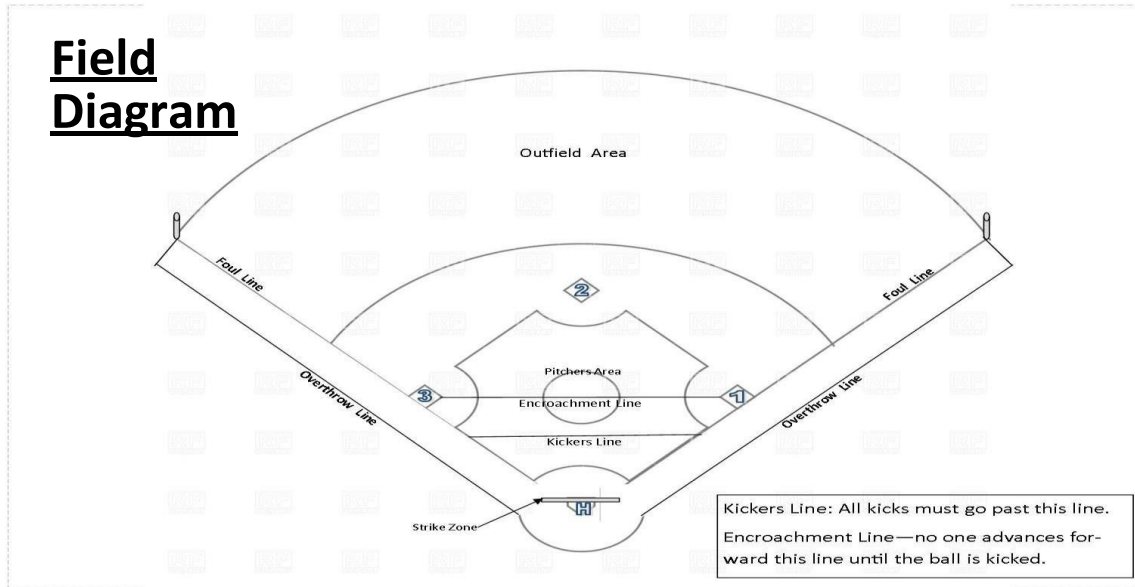
### **FIELD RESERVATIONS:**

Call 315-447-5686 or email: [info@cusesports.com](mailto:info@cusesports.com)



# OFFICIAL KICKBALL RULES

## Field Diagram



**AVERDI'S SYRACUSE SPORTS ASSOCIATION FIELDS NEXT TO THE SPINNING WHEEL  
7384 THOMPSON RD, NORTH SYRACUSE, NY 13212**

