

Reverse Kickball Rules

The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, Clark County Parks & Recreation will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules.

ELIGIBILITY

Any person over the age of 18 shall be deemed eligible to participate in the game if the following requirements are met.

1. Has paid the registration fee.
2. Is in good physical health.
3. All risk and responsibility forms are signed by each member of the team.

THE PLAYERS

- Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning. This will be determined by a coin toss.
- Each team must field at least nine (9) and no more than eleven (11) players, which must include one pitcher and one catcher at any time during the game.
- For a given game, each team shall have one Captain and one Co-Captain (collectively "the Captains") who are jointly responsible for the team. The Captains may discuss calls with the Head Referee, but must accept the Head Referee's final ruling. Other players besides the Captains that dispute calls with the Referees are subject to ejection from the game.
- All participating players must appear on written lineups, reflecting that game's kicking order, to be exchanged between the captains of each team before play begins.
- A claim of improper kicking order must be made to the Head Referee who will make the final determination. Such a claim must contain two parts:
 - that the written kicking order was exchanged in accordance with Referee at the beginning of the match
 - that the claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker. The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker

GENERAL RULES

- 50 minutes.
- Whichever team leads the game when the end of 50 minutes is reached, that team wins the game instantly and the game is over.
- If the Home team takes the lead during the last five (5) minutes of the game, that team wins instantly and the game is over.
- A game that is called off by the Referee due to 50 minutes of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner.

Pitching, Catching and Fielding

- Balls must be pitched by hand. There are no restrictions on pitching style.

- Proper Field Position must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick.

Proper Field Position(s)

- All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal;
- The pitcher must start the act of pitching with at least one foot within the pitching
- The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball;
- No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip.
- The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate.
- The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.
- The kicker may not trigger a position violation through maneuvers judged by the Ref to be deliberately tricky or unsportsmanlike.
- All kicks must be made by foot or leg, below the knee.
- Any ball touched by the foot or leg below the knee is a kick.
- All kicks must occur at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate or within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box

Running and Scoring

- Runners must stay within the baseline. Any runner outside the baseline is out:
- Runners may choose their path from one base to the next, starting at 3rd base and may follow a natural running arc to reach home base;
- Runners are free to change course to avoid interference with a fielder making a play;
- When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.

Obstruction

- Fielders must stay out of the baseline.
- Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline.
- Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running.
- Runners may choose to advance beyond this base while the ball is still in play.
- Neither leading off base, nor stealing a base is allowed.
- A runner may advance once the ball is kicked.
- A runner off base when the ball is kicked is out.

- Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner.
- If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.
- A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out.
- All ties will go to the runner. Runners traveling from home plate may overrun third base, and may only be tagged out if actively attempting to advance to second base.

Base Running on Overthrows

- an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base;
- a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory;
- one base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance;
- if any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.
- Running past another runner is not allowed. The passing runner is out.
- A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.
- When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play.

Strikes

- A count of three (3) strikes is an out.
 - A strike is:
 - a pitch that is not kicked
 - an attempted kick missed by the kicker inside or outside of the strike zone.

NO WALKS WILL BE ALLOWED

Fairs and Fouls

- A count of three (3) fouls is an out. Foul balls count as strikes.
 - A foul ball is:
 - a kicked ball first touching the ground in foul territory
 - a kicked ball first touching a fielder or Referee wholly in foul territory, while the ball is over foul territory
 - a kicked ball landing in fair territory, then entering foul territory before crossing the 1st-3rd base diagonal, and touching a fielder or Referee wholly in foul territory
 - a kick made on or above the knee
 - a kicked ball touched more than once or stopped in the kicking box by the kicker;
 - a kicked ball first kicked outside of the kicking box
 - a kicked ball first touching a permanent object, such as a batting cage or fence.

A fair ball is:

- a kicked ball landing and remaining in fair territory
- a kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd base diagonal
- a kicked ball first touching a player or Referee in fair territory
- a kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory
- a kicked ball that touches a runner before touching the ground in foul territory
- a kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory

Outs

- A count of three (3) outs by a team completes the team's half of the inning.

An out is:

- a count of any combination of three (3) strikes or three (3) fouls;
- any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground;
- a Force Out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base;
- a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play;
- a kicker or runner that interferes with the ball
- a tag of a base by any part of a fielder's body, while the fielder has control of the ball, before the runner originating at that base can tag-up as required due to a caught ball
- a runner off base when the ball is kicked
- a runner physically assisted by a team member during play
- any kicker that does not kick in the proper kicking line up
- a runner that passes another runner
- a runner who misses a base, as called by a Referee upon the conclusion of the play;
- a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play;
- a runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner;
- a player improperly occupying the sideline area after their team has been issued a warning

Ball In Play

- Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

Interference is:

- when any non-fielder or non-permanent object except a Referee or a runner, touches or is touched by a ball in play in fair territory. This interference causes

the play to end, and runners shall proceed to the base to which they were headed;

- when any runner on or off base intentionally touches a ball, or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance
- when any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came
- During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

Injury and Substitutions

- In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held.
- If a player is ejected, injured, or becomes ill and cannot continue, the written kicking order will continue in the same formation, less the removed player. There is no “automatic out” when the removed player’s spot in the order is reached.
- Injured players who do not kick shall not play in the game.
- Any player removed from the game for injury or illness must be noted on both team written kicking orders and mentioned to the Head Referee.
- Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions.
- A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.

REFEREES JURISDICTION

- At least one authorized official, the Head Referee.
- The Head Referee governs all game play
- issues all final rulings,
- Has final authority on equipment issues.
- Prior to each game, the Head Referee must conduct a meeting with the Captains of each team, to address any ground rules in effect, to ensure the exchange of team lineups, and to identify the designated Captains who will be authorized to discuss calls with the Referees during the game
- call a time out;
- call off a game due to darkness, rain or other cause at the Referee's discretion;
- penalize a player, including game ejection, for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.
- cancel the game, or delay it until safe to continue;
- keep a record of the final game score.
- Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

EQUIPMENT

- Athletic shoes are required. Metal cleats are not allowed.
- Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage.
- Any equipment deemed by the Head Referee as a performance enhancement must be removed or the player will be removed from play.
- All player attire is an extension of the player.

OTHER

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