

# ***Smoky Mountain Social Competitive Kickball Rules***

11/13/2018

## **I. SMS TriStar Rule**

This rule is the most important. Everyone is here to have fun, meet new people, play sports, and partake in events. Be respectful and conscious of your actions. We take this rule very seriously, as members of SMS we expect fun and inviting games full of sportsmanship and good will. Anyone found to be harassing, threatening, or otherwise a detriment to the TriStar Rule, will be removed from the game immediately, and further discipline will be enacted post game to the extent of suspensions or league banishment. Any player that is suspended or removed from the league will not receive compensations for games not played. Players may request a review of their status after season's end for the upcoming seasons.

\*\*\*Harassing, threatening, or attitude detrimental to the TriStar Rule includes, but is not limited to unnecessary roughness, fighting, verbal confrontations, threatening harm, and excessive arguing causing play stoppage. Officials have the discretion to determine if any of the above or other situations might violate the TriStar Rule\*\*\*

## **II. General**

- We play 50 minute games or 7 innings, whichever comes first. No new innings will begin after the 45 minute mark.
- Regular season games can end in a tie.
- All games will start promptly at the designated time. There will be no allowance for players on their way, or away from the field. The players that are on the field at game time will be permitted to play the start of the game, and players causing a delay of the start of a game will not be allowed in the game until the home team's at bat.
- Any stoppage in play due to official call review/discussion will not be taken out of time of play.
- Any stoppage of play that is caused by players will act on a continuous clock.
- No metal cleats

## **III. Players**

- Each game will be played 11 vs 11 with each team fielding 5 outfielders, 4 infielders, a pitcher, and a catcher.
- Must have a minimum of 3 females on the field at all times. In the event that there is less than 3, 1 out will be taken per player under the gender limit when that player is to kick in the batting order.
- 6 is the minimum requirement to play with for an actual game.
- If there are less than 6 people, the game is a forfeit, but we will still play for fun.
- Each team is allowed to play an alternate player, as long as that player has signed up to be an alternate for that game prior to the start of the day of the game. Only 1 alternate per gender is allowed per game, and no alternates will be allowed for the final game of the season or playoffs.
- Alternates are to sign up online via the alternate player registration portal.
- If a team attempts to begin a game with players that aren't on the team roster or listed as alternates for the game, the players in question will be removed from the game along with the team captain upon first violation. Upon second violation, players will be removed, and the captain will be removed from the team roster for the remainder of that game and the following game. Third violation will see players in question removed, and the captain removed from the roster for the remainder of the season.

#### **IV. Batting**

- Not everyone has to play in the field, but everyone must bat.
- Create a batting order at the beginning of the game, and maintain it throughout. There is no requirement for alternating gender. Your batting orders are up to you, but make sure everyone bats, and bats in order.
- In order to file a complaint with the official about batting order, lineups must be exchanged prior to the game. Without an exchange for lineups, complaints about batting out of order will not be heard, and play will continue.
- In the event you are missing female players you will receive a "shadow out" at the place in which the missing player is in the batting order. Additionally, your team will only be allowed to field 11 minus the missing player.
  - Example: Your team is only playing with 2 female participants, thus you will be allowed to play with 10 players in the field.  $11 - 1 = 10$ .
- Each player will start their at bat with no balls or strikes.
- 5 fouls equals an out
- Any kick that is deemed by the official to be in front of the plate will be considered a foul/strike.
- Mercy Rule/Survival Rule is set at 20 runs. If your team falls behind by 20 runs prior to the 40 minute mark, then the game will be called using the mercy rule.

However, if your team makes it past the 40 minute mark, the Survival Rule comes into play.

- Innings 1-6 will have a 6 run limit per inning without regard to the out total. If your team falls behind by 20 runs prior to the 40 minute mark, the game will be called using the Mercy Rule. This rule will be applied at the end of each inning, allowing the home team to bat. However, if your team makes it past the 40 minute mark, the Survival Rule comes into play. The final 10 minutes will have no run limit to allow for epic comebacks that will go down in SMS Lore forever! Doesn't that make things exciting!!!
- All male kicks, must past the line between first base, pitcher's mound, and 3<sup>rd</sup> base. Any ball that does not pass this line will be considered a strike, and the kicker will return to home unless called out.

## **V. Fielding**

- There is no infield fly rule for kickball. If you do not know what that is, perfect. If you do know what that is, and you choose to attempt to drop a ball on purpose for the intent of initiating an advantageous situation, the referee has full discretion to advance all runners. Best efforts only!
- A person may be thrown out on the base paths, if the ball strikes them between the shoulders and feet. However, if a player is contacted in the head, the runner will be ruled safe. If the runner lowers their head, or otherwise moves their head to initiate contact, the runner will be deemed out.
- Balls thrown out of bounds will initiate a stoppage in play, and will be considered an automatic double for the player. All other runners will advance 1 base.
- Any pitch that does not cross the plate will be called an automatic ball. Pitches that stop on the plate are considered to not cross, thus being balls.
- Pitchers must not pass the plate line with their feet in the performance of their pitch. Pitchers will be given a warning on first offense, an automatic ball on second offense, and a walk on exceeding offenses.
- Any kick that is played by the fielding team prior to passing the men's kick line will be considered in play.
- Defensive substitutions are permitted.

## **VI. Running**

- The Tag Up rule is in effect.
- No stealing or leading off.

- No head first sliding will be allowed due to safety issues. At the referees' discretion, all slides that are considered to be an attempt to initiate contact with another player, and not a legitimate move toward the base, will be deemed outs.
- Any player found to initiate unnecessary contact will be called out, and possibly ejected from the game under the TriStar Rule for unnecessary roughness.
- Runners running through first base must use the safety base to the right of the bag.
- Runners running through home may use the safety base or home plate.

## **VII. Other Policies**

- All players will be notified if there is a rainout, or games are called due to extenuating circumstances. These games will be made up prior to or at the end of the season prior to playoffs. Makeup games could include playing in double headers if time permits. Any game that is not made up will be refunded. You pay for games, and you will get them. If not, that is on SMS, and we will issue you a refund prorated to the amount of that game.
- Any player that is injured to the point where they must be removed from active play on offense is not permitted to return to the game.