

Just Kick It Official Rules

May 22, 2010

1. DEFINITION AND RULES

Volunteers will serve as umpires for this event. They will be responsible for conducting Just Kick It games from the time of “pre-game” through the last out. Umpires will provide quality service for this event.

Line-up sheet/Card- this is the official listing of the kicking order turned into the umpire prior to game time. The line- up sheet MUST be turned in prior to game time.

Game time- Games will start on the hour and last 45 min or until 9 innings are completed. There will be 15 minutes in between games for warm up.

Roster- an official roster is a piece of paper that includes the teams’ manager and all of the player’s first and last names. Starting roster will consist of 10 players. Teams can start with eight players with the missing players being in the ninth and tenth spot in the kicking order. The unoccupied positions will be considered automatic outs. If a player arrives late they are placed in the ninth/tenth spot.

Team Manager- are responsible for turning in players line ups, personal, player and fan behavior at all times including from “pre-game” through the last out, handling protests and awards pick up. Team managers are the team’s liaison between their players and the umpires and score keepers. They are to play according to the rules set by The ARC and the Just Kick It committee.

Players- these are the members of the registered teams. Players are responsible for their own behavior at all times. They are to play according to the rule set by The Arc and the Just Kick It Committee.

Stealing- there will be no stealing in the Just Kick kickball tournament.

2. SHORTHANDED RULE

A team may play with no less than eight roster players from start to finish. If a ninth player is not present, then a team will be assessed an automatic out when the team reaches the ninth kicking position. If the ninth or tenth player arrives he/she must kick in the LAST slot of the kicking order.

3. PINCH RUNNERS

A pinch runner will be allowed when the umpire has determined if a player is injured and a pinch runner is warranted to keeping the injured player from aggravating the existing injury. This runner will be the last recorded out.

4. LENGTH OF GAME

The umpire will permit 45 minutes of playing time or nine full innings, from the time “play ball” is called until he/she calls the last inning. The umpire shall have jurisdiction to call the game without notifying the manager of the last inning. When an inning has started, the inning must be completed unless home team is at kick and leading the numbers of runs scored.

5. SCORING

In all leagues, the “run ahead rule” is as follows: If a team is ahead by X runs after X innings depending on the status of the home team, the game will be called final. (A) 20 runs ahead after 4 innings or (B) 15 runs ahead after 35 minutes. Teams are limited to 10 runs per inning. After the tenth runs scored the teams will switch sides regardless of the number of outs.

In case of a tie between the playing teams at the end of 45 minutes of play or nine innings, one complete additional inning of play will be allowed. At the end of the inning of play a tie will stand should both team scores be the same.

After the first complete inning, no warm up field will be allowed. Three (3) warm up pitches will be allowed if there is a change in pitchers.

Players must wear shirts, pants or shorts, and shoes at all times. Athletic footwear is required. No street shoes, boots, metal cleats, or hard football type cleats can be worn in league play.

6. KICKING AND PITCHING

The ball cannot be kicked until it crosses home plate or is over home plate. Kicking the ball prior will result in a strike call. If it is the third strike, the kicker is out, the ball is dead, and the runners may not advance. If an illegally kicked ball is caught in the air by the defense, the kicker is out, the ball is dead and the runners may not advance. Kickers with one strike are allowed one foul ball. The next foul ball will result in an out. BUNTING BY EITHER SEX IS NOT PERMITTED. It will be at the umpire’s discretion to determine if a player made an “attempt at kicking” versus “a bunt”. Strikes are slowly rolled balls that cross in an area 12” either side of home plate. Therefore, the strike zone is 41” wide. Pitchers are not permitted to roll the ball with excessive speed or bounce. A ball pitched in this manner will be called a ball even if it crosses the strike zone. The ball can bounce no higher than one foot to be considered a legal pitch. No player may charge forward of the pitcher until the ball has been kicked.

7. POSITION OF THE PLAYERS

Positions players for the field include the following: 1st base, 2nd base, 3rd base, shortstop, Pitcher, Catcher, Left field, Right field, Center field, and a middle center field/ middle short (this is the only player that can move from infield to outfield).

8. TAGGING/ THROWING AREA

The legal tag area will be from the shoulder and below. The legal throwing area will be between the shoulders and knees. Excessive force when throwing a runner out will result in an automatic out the next inning and the runner will remain on base.

9. PLAYER CONDUCT

A. ABUSIVE BEHAVIOR

1. Managers are held responsible for the conduct of their players, coaches and spectators.
 2. If the disruptive person (s) is a spectator, the umpire will give ONE (1) WARNING to the disruptive person(s) and the team manager. Should the situation continue, the umpire has the right to forfeit the game or take other appropriate action deemed necessary, evict the person(s) from the park, call the police and press charges, etc.
 3. Should the disruptive person(s) be a player(s), no warning is required before taking appropriate action. Abusive behavior will not be tolerated.
- B. In the event a player is ejected the umpire may:
1. Determine that no further action needs to be taken against the player/team
 2. Take necessary immediate action i.e. forfeit the game; require the offending player(s) to leave the park, etc.