

**ST** **NEWALL KICKBALL**

**Pittsburgh, PA | Est. 2014**

# **SPRING 2024 RULEBOOK**



SKP Leadership reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules indicates a different ruling.

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# Introduction and Overview

Welcome to the Stonewall Kickball Pittsburgh (SKP) Spring 2024 Season! Our league is committed to providing an inclusive, fun, and competitive environment for everyone passionate about kickball. This rulebook serves as your guide to understanding the essential rules, procedures, and standards that govern our league. It's designed to ensure fair play, sportsmanship, and the safety of all participants. Whether you're a seasoned player or new to the game, we encourage you to familiarize yourself with these guidelines to fully enjoy your kickball experience.

## 1. General

- 1.1. Joining and participating in the SKP Facebook group is encouraged.
- 1.2. SKP Leadership is responsible for field setup. The official kickball size is 10 inches in diameter.
- 1.3. During registration, Captains will elect their team to be in either the Competitive (Yinzer) or Recreational (Pierogi) division. SKP Leadership should be consulted if a team is unsure about their division. SKP Leadership will let captains know if any changes need to be made to a team's division.

Teams should register their team based on which qualities **MOST** represent their teams:

### Competitive - Yinzer Division

- Have won championship(s) in previous years
- Have players that compete at national tournaments
- Have multiple experienced players throughout their roster
- Teams with competitive spirit but have a balanced roster of talented and skill leading players
- Teams that compete well but end up in the "middle of the pack" for standings
- Teams with proficient to exceptional pitchers who are able to skillfully apply spin and adapt their style to game dynamics.

### Recreational - Pierogi Division

- Teams that have a wide variety of talent and players that are still learning the game but have ability
- Teams who have all the elements but haven't grown into a team of stable and consistent players
- Teams that have players that have never played before or just completed their first season, and players that are still learning the game

- 1.4. If it is determined by SKP Leadership that a team intentionally placed their team in a particular division in order to gain a competitive advantage, the captain will be ineligible to be a captain for the following two seasons. If this is determined before playoffs, SKP Leadership may move the offending team(s) to the bottom seed(s) of the competitive Yinzer Division Playoff bracket. Captains should email [heather.brinker@stonewallsportspgh.org](mailto:heather.brinker@stonewallsportspgh.org) if the division chosen needs to be updated. Updates can only be made before registration closes.

## 2. Player Eligibility and Team Composition

- 2.1. Players must be at least 21 years old and properly registered, including the latest liability waiver.
- 2.2. Players are limited to one team per season.
- 2.3. Players must wear the official league t-shirt during games. Layering in cold weather and playing shirtless in hot weather are allowed as long as jerseys are on the player in some manner.
- 2.4. Modifications to league t-shirts are permitted but must not cover or alter logos. Extreme alterations are prohibited.
- 2.5. Shoes are mandatory. Plastic or rubber cleats are recommended; metal cleats are not allowed.
- 2.6. Non-performance enhancing gear is allowed. Umpire/ SKP Leadership may disqualify certain items. Gloves are not allowed to be worn while fielding but may be worn by the kicker.

## 3. Gameplay Rules

- 3.1. Maximum of 11 players can field. A minimum of 8 players is required to start a game
- 3.2. Up to 2 registered substitutes allowed to avoid a forfeit. Substitutes are not permitted in playoffs.
- 3.3. Each team must assign one pitcher and one catcher each inning. A timeout must be used to replace a pitcher or catcher mid-inning.
- 3.4. All present players must be in the kicking order and play a minimum of 2 innings if desired. Discouraging play may result in team penalties.
- 3.5. Late players will be added to the end of the kicking order only if the team hasn't completed a round of kicking. Late players can field.
- 3.6. Home and away teams are decided by captains playing rock-paper-scissors during the regular season. For playoffs, the higher-seeded team chooses home or away.
- 3.7. Umpires, base refs, and captains must ensure a clear field
- 3.8. Play stops when the pitcher has control of the ball in the pitcher's circle
- 3.9. If the ball ends up in an unplayable area such as a neighboring field, play will stop and runners will be awarded the base they were progressing towards. Unplayable areas are determined and play is stopped by the Umpire.
- 3.10. Kickers cannot touch the ball with their hands even to assist the opposing team. First offense is a warning and subsequent offenses are a foul.
- 3.11. Strikes are legal pitches in the strike zone that are not kicked/ missed attempt
- 3.12. Fair/ Foul Determinations
  - First ground or player contact of the ball - if a fielder makes contact with the ball even partially in fair territory, it is a fair ball. If a ball is initially in fair territory but travels foul before reaching 1st or 3rd base, it's foul.
  - Balls caught in foul territory are fair, meaning that after the catch, the kicker is out but players on base may advance until the umpire or pitcher stops the play.
  - Double kicks, kicks made above the knee, and kicks made with the kicker partially/ entirely outside of the kicker's box when making contact with the ball are foul.
- 3.13. Fouls count as strikes to speed up gameplay. If the third kick is a foul, this will be a courtesy foul and the kicker will have a 4th attempt. The 4th attempt must be fair or the kicker is out.
- 3.14. Walks: 4 balls advance the kicker to first base. A ball is any pitch that is not attempted by the kicker and is outside of the strike zone. A pitch is also considered a ball if it doesn't bounce twice before reaching home plate.

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- 3.15. Three outs complete a team's half-inning
- 3.16. Out scenarios include being tagged or hit by the ball (excluding headshots unless kicker tries to intentionally deflect, duck, or slide), forced out at a base, leaving base early, physically assisted by teammates, significantly deviating from the baseline, failing to tag up, overtaking another runner, and catching a bobble without ground contact. Runners can't leave the base until the ball is kicked.
- 3.17. Tagging up is required - if a ball is kicked in the air and a runner leaves their base, then the ball is caught, the runner must tag the base they left at the kick before progressing to another. The runner can be tagged out in this scenario. Tagging up is satisfied at the ball's first contact with a fielder, the runner doesn't have to wait for the catch to be completed.
- 3.18. Kickers must use the safety base at 1st. Kickers may overrun 1st base but must turn into foul territory when returning to 1st base. Kickers who turn into fair territory can be tagged out. Once the safety base is used, players may proceed to 2nd if they desire.
- 3.19. Runners impeded by fielders are awarded the base; fielders should avoid blocking the baseline.
- 3.20. Ties between a runner and fielder favor the runner
- 3.21. Runs are not counted if the 3rd out is forced.
- 3.22. Sliding is allowed EXCEPT for 1st base.
- 3.23. Teams have 3 timeouts, each 2 minutes, requested by the Captain during a stoppage of play. Timeouts are required to make substitutions during an inning unless there's an injury.
- 3.24. Encroachment will first result in a warning, following offenses will award the kicker 1st base. Encroachment is called when the kicker makes contact with the ball and either:
  - Fielders cross the 1st to 3rd base diagonal line before the kicker makes contact with the ball
  - Catcher restricts the kicker's motion. The catcher may either stand behind/ parallel to the kicker or behind the kicking box to either side before the kicker makes contact with the ball.

## 4. Safety and Conduct

- 4.1. Adhere to park rules, including prohibitions on alcohol, glass containers, and drugs.
- 4.2. Visibly intoxicated players will be removed from the game for safety.
- 4.3. Unsportsmanlike Behavior
  - Umpires can issue team strikes. 2 strikes = 5 point deduction from team's cumulative points against. 4 strikes = team forfeits their next game. 6 strikes = team is ineligible for playoffs.
- 4.4. Violations of Stonewall Sports Pittsburgh's code of conduct will be evaluated on an individual basis. Penalties could include any of the following but not limited to: ejection from the game, suspension, and expulsion. No refunds are provided for suspensions or expulsions.
- 4.5. Participation implies acceptance of injury risk. Stonewall Sports Pittsburgh and SKP Leadership are not liable for injuries or property loss/damage.
- 4.6. Game stops for injuries. Umpire decides on outs and base awards.
- 4.7. Injured runners deemed safe can be replaced by the last out player, or the last in kicking order if no outs.
- 4.8. No timeouts charged for injury-related stoppages.

## 5. Scheduling and Game Duration

- 5.1. Schedules will be provided via LeagueApps and Facebook group page
- 5.2. Regular season games are 6 innings with no time limit.
- 5.3. 10-run mercy rule will apply after 5 innings and the game will end. If the home team is up by 10 runs, they will not kick again in the 5th inning.
- 5.4. 6-run inning rule: if a team scores 6 runs in an inning, the half inning will end at the next stoppage of play. This could result in more than 6 runs if there are multiple base runners. In the 6th inning, a team can score more than six runs to tie the game but not win.
- 5.5. Regular season games can end in a tie. Playoff games will have additional innings until a team has a lead after a completed inning.
  - Playoff overtime:
    - Last player to be called out will begin the inning on 2nd base
    - Each batter gets only one pitch
      - Foul Ball = Out
      - Strike = Out
      - Ball = Walk
      - Batted Ball = Outcome of play
- 5.6. If the home team leads at the top of the last inning, the game ends without them kicking again.
- 5.7. Teams intentionally delaying games could result in warnings, bases awarded, or outs.
- 5.8. Games will be played in rain unless conditions are dangerous or unplayable.
- 5.9. Make-up dates are provided at registration. Forfeits occur if a team lacks the minimum players and are counted as a 5-0 loss. Playoffs must start on time.
- 5.10. Teams are required to provide base refs. Penalties for not providing base refs: 1st time = 5 point reduction for cumulative points against, 2nd time = next game is a forfeit, 3rd time = team is ineligible for playoffs. Teams could also be required to provide umpires if there are not enough volunteers.

## 6. Scoring and Standings

- 6.1. Regular season standings are based on a point system: 1 for win, 0.5 for tie, 0 for loss/ forfeit. Tiebreakers in order: more wins, head-to-head results, fewer runs allowed, coin toss.
- 6.2. Playoff rankings are based on regular season standings. Playoffs are a single-elimination tournament, every team participates unless via rule violation. Teams might have byes to have competitive matchups.

## 7. Dispute Resolution and Rule Interpretation

- 7.1. In unclear situations, umpire is to consult with base refs
- 7.2. Umpire may consult with SKP Leadership; however, the umpire has the final say in rulings.
- 7.3. Only Captains or a designated representative can challenge calls. A timeout is needed for challenges. Reversed challenge calls reissue a timeout; upheld calls do not.
- 7.4. SKP Leadership is able to intervene if necessary.

## 8. Diagrams





