



## Quackers Kickball League Rules

### 1. General

- a. Photo IDs must be presented when signing in. All players must be 21 or over.
- b. Teams should arrive at least 15 minutes prior to their scheduled start time. GAME TIME IS START TIME. Your team must be signed in and ready to play at game time.
- c. If a team does not field enough players by 10 minutes after the scheduled start time, they will automatically forfeit the game.
- d. Players must sign a waiver **EACH WEEK** at registration. Each player will be given a wrist band to show that a waiver has been signed and that they are on the team's roster.
- e. Teams must play at least 8 players and no more than 11. Teams with less than 8 players will forfeit the game. Each team must play at least 4 females and no more than 7 males at a time.
- f. Team rosters may have up to 18 players, no exceptions. Weekly roster substitutions will **NOT** be permitted. Each team roster must have at least 5 females.
- g. Only players on the team's roster will be able to play in the games, no exceptions.
- h. A coin toss, performed by the umpire, will determine home field advantage prior to each game during regular season.
- i. During championship Wednesday, the higher seed will receive home field advantage.
- j. Outside food or beverages are **NOT** allowed. Each player is permitted to bring in one (1) water bottle. Anyone attempting to bring in outside food and/or beverages will be asked to leave and will be unable to return that night. If this occurs a second time, they will be removed from the league without refund. If the same team is attempting to bring outside food and/or beverages multiple times, the team will be removed from the league without refund. No tailgating is permitted at Bethpage Ballpark. Food and beverage will be available at each event.
- k. If a team forfeits more than 25% of their scheduled games during the season, that team will be removed from the league without refund. Any and all forfeits must be announced to the league commissioner by 12pm on the day of the scheduled game(s).
- l. Sign in for each night's games will end at the scheduled start time of the last game (i.e. 9:30pm).

### 2. Team Captain

- a. Each team will have a designated Team Captain.
- b. The Ducks will only be contacting the team captains. The team captain is responsible for contacting all teammates for any schedule changes or updates involving the league, including rules changes.
- c. Only the team captain may communicate directly with officials, as long as it is in a calm and courteous manner. Other players besides the captain who dispute calls with the umpire are subject to ejection from the game.
- d. If a team knows it is not going to be able to attend a game ahead of time, it is the responsibility of the team captain to contact the league commissioner as early as possible.

### 3. Equipment

- a. The Long Island Ducks will provide all bases & balls.
- b. Each player will be provided with a team shirt. It is the player's responsibility to wear this shirt for each game. If a player is not able to wear their team shirt for any reason, it is their responsibility to wear the same color as their team. Any player who is not wearing a shirt that is approved upon check in will not receive a wristband to play.

- c. No jewelry allowed. This includes, but is not limited to, wristbands, piercings, necklaces, and anklets.
- d. Spikes/Cleats/Turf Shoes are **NOT** allowed. Only sneakers may be worn.
- e. Sandals are **NOT** allowed. Must have closed toe shoes in order to play.
- f. Clothing with any blood present on it must be removed before the player can continue to play.
- g. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the umpire as a performance enhancement must be removed or the player will be removed from play.

#### 4. Time Factors

- a. Games will be 7 innings or 1 hour, whichever comes first.
- b. A new inning will not start after 50 minutes from scheduled start time.
- c. No more than 10 runs may be scored in a single inning.
- d. A 10-or-more run lead after 5 innings will enact the mercy rule, at which time the game will end.
- e. In the regular season, there will be no extra innings. Ties are in effect.
- f. During playoffs, extra innings will be played, as needed, until a winner is determined.

#### 5. Playing Field

- a. The sidelines are lines 10 feet on the outside of and parallel to the foul lines, the area between the foul lines and the sidelines is the sideline area.
- b. When available, cones are placed on the foul lines 30 feet or about 10 paces behind first and third base; and on the sidelines 10 feet from home plate
- c. The kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Lines extending forward from the sideline cones perpendicular to the front of home plate make up the sides of the kicking box. The area directly forward the kicking box is fair territory. The kicker is not required to start in the kicking box; however the kick must occur within the kicking box. Any kick not occurring within the kicking box is an automatic out.
- d. The strike zone is an imaginary box in the shape of home plate, extending one foot beyond the plate at all sides, except the front. All strike calls will be made at the umpire's discretion and are not to be disputed by any member of any team. The strike zone is also one foot in height and may not be marked by cones or other raised objects.

#### 6. Gameplay Factors

- a. Pegging is allowed, however "head hunting" is absolutely off limits. If a runner gets hit in the head on purpose (at the Umpire's discretion), they will not be called out.
- b. Any ball that a defensive player throws that leaves the field of play (at the Umpire's discretion) will result in a dead ball and each runner will advance 1 base.
  - I. If a ball that a defensive player throws hits a runner and then leaves the field of play (at the Umpire's discretion), will result in a dead ball and runners WILL NOT advance 1 base.
- c. The infield fly rule is in effect.
- d. Four (4) females must be on the field for each team at all times.
- e. Less than four (4) females will result in one (1) out each time that team goes through their batting lineup (up to 18 people). \*This rule can be waived if both team captains agree in the presence of the umpire\* If a team does not have enough female players for that game, they may not add a male player to substitute for the empty female spot. (i.e. three (3) females means there is a maximum of 10 players allowed in the field, 7 of them being male)
- f. Substitutions may be made during the game, as long as the substitutions do not violate the above stated female rules.
- g. Players may not re-enter to play a field position once removed from a field position during that game. Players may remain in the 18-person lineup unless the captain is playing the substitution method (see rule 6.h.)

- h. If a captain does not wish to have all players in their batting lineup at the start of the game, they will automatically be playing by the substitution method. This method includes only the field position players in the lineup (up to 11 people). Once a field position player is taken out of their position, they may not re-enter the game, whether it is the batting lineup or a field position. The full roster method is when a captain wants to include all players in their batting lineup (up to 18 people) even if they are not playing a field position. If a field player is taken out of the field using the full roster method, they may not re-enter the field as a field position player, but they may remain in the batting lineup. The method will be determined by the start of the game and will not be allowed to change during the game, but the next game that the team plays may be the other method. Whichever method that is chosen must comply with all other rules (i.e. number of females, etc).
- i. Pinch-Running is not allowed. If a player must be removed due to injury, that player is not allowed to return to play for the remainder of the game.
- j. Team captains must notify the umpire when a substitution is made.
- k. Teams may arrange up to 11 players in any defensive configuration but must include a pitcher and a catcher at any time. The minimum amount of players needed to play without forfeit is 8.
- l. Each team captain must provide a lineup card to the umpire prior to the start of the game. If a lineup card is not presented, that team will automatically forfeit the game. Lineup cards will be provided by the league; only the amount needed for the season will be given, no extras will be available. The number column on the lineup card refers to the number written on the wristband that the player received upon sign in.
- m. Batting out of the order that is written on the lineup card given to the umpire will result in one (1) out every time it occurs.
- n. A claim of improper kicking order must be made to the umpire who will make the final determination. Such claim must be 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.
- o. Prior to the kick, no participants may be in the sideline area except for the kicker, the catcher, umpires and designated base coaches. After the kick, fielders and base runners in the process of playing the game may also occupy the sideline area. The first infraction of this rule will result in a warning to the team that caused the infraction. The second and each subsequent infraction will result in an out for the next kicker in the written kicking order on the team that caused the infraction.
- p. Two members of the team at kick may coach first and third base, switching as needed with other team members to remain in the proper written kicking order. Base coaches may not physically assist runners while the ball is in play; any base coach physically assisting runners will cause an automatic out to the player who is being physically assisted.
- q. If the home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over. If the home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.
- r. A game that is called off by the umpire after five full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. Regulation games called off that end in a tie shall be marked as a tie. A game that is called off by the umpire for any reason before five full innings of play shall not be considered a regulation game and a new game may be rescheduled upon review by the commissioner.
- s. Proper field position must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker; running to a new position on the field during a pitch is not allowed. 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 is:
  - I. All fielders besides the catcher must remain in fair territory.

- II. The pitcher must start the act of pitching with at least one foot on or directly behind the pitching strip when releasing the ball.
- III. 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.
- t. Any kicked ball (fair or foul) that is caught by a fielder is called an out. 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.

## **7. Pitching**

- a. Balls must be pitched by hand. There are no restrictions on pitching style.
- b. Balls cannot be bounced, but must be rolled at an acceptable pace.
- c. Pitch movement will be determined acceptable at the discretion of the umpire.
- d. The pitcher must pitch a ball into the strike zone at least once and up to 3 times to give the kicker up to 3 opportunities to kick a fair ball. If the pitch is not within the strike zone, another pitch will be delivered.
- e. Intentional walks are not allowed. The pitcher must pitch the ball to the kicker.

## **8. Kicking**

- a. Each kicker gets up to 3 opportunities to kick a fair ball. If a player either does not kick one of the 3 pitches that is within the strike zone or fails to kick a fair ball, they will be called out.
- b. A kick made on or above the knee or a ball that is touched more than once or stopped in the kicking box by the kicker will be called foul.
- c. The kicker must make contact with the ball within the kicking box. Any kicker whomakes contact with the ball outside of the kicking box will automatically be called out, and runners will not advance.
- d. Each team will be limited to two (2) bunts per inning. A kick being determined a bunt is at the discretion of the umpire. If a bunt goes foul, it does not count as a bunt. A fouled bunt that was pitched in the strike zone will result as a strike. If there are already 2 strikes and a ball that is pitched in the strike zone is bunted foul, the kicker is out. If a bunt results in an out, this bunt counts towards the 2 bunts per inning per team limit. If a team should bunt over the limit (2 bunts per inning per team), this will result in an out.
- e. When a player kicks for the first time, their position in the lineup for the remainder of the game is established. There is no kicking out of order.
- f. Kicking out of order will result in an automatic out and base runners must return to their positions prior to the illegal kicker.
- g. If a player has to exit the game for any reason, they may not return to the game – either kicking lineup or field position.
- h. 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.
- i. 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.
- j. The kicker must have at least a portion of the plate foot within the kicking box during the kick.
- k. When a kicker intentionally touches a pitched ball by hand or arm before the pitch is called a ball or strike, or intentionally touched a kicked ball to render it foul will be called interference. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came.
- l. Injured players who do not kick shall not play in the game.
- m. Only runners who are injured while traveling to a base, and who successfully make it to a base may be substituted during an inning. There are no other allowable runner substitutions. The runner who is taken out of the game may not return to the game.

## **9. Running and Scoring**

- a. Any runner outside the baseline is out, upon the discretion of the umpire.

- b. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- c. 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.
- d. There is no leading or base stealing. Runners may only leave a base once the ball has been kicked. A runner off base when the ball is kicked is out.
- e. 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.
- f. All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.
- g. A runner may advance only one base beyond the base the runner is on or at least halfway running towards when the ball is deemed a dead ball by the umpire.
- h. If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running. Once the pitcher has possession of the ball within the pitching area, the play is over.
- i. Running past another runner is not allowed. The passing runner is out.
- j. A runner physically assisted by a team member during play is out.
- k. A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play is out.
- l. 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.
- m. When a base is displaced during play, any runner is safe while in contact with the base's original and correct location.

## **10. Spectators**

- a. Non-roster spectators are welcome to watch the kickball games from the concourse or seating bowl.
- b. No individuals under the age of 21 are allowed at Bethpage Ballpark during kickball.
- c. No non-roster individuals may enter the playing field; they may watch from any ballpark seats or from the concourse if 21 or older.

## **11. Umpires**

- a. At least one umpire per field will be assigned by the League.
- b. Umpires are to be treated with respect. Any team member or spectator may be ejected from the game and may be asked to leave the ballpark at the discretion of the umpire if behavior is deemed unacceptable.
- c. Umpires have jurisdiction over play and may 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.
- d. An individual who is ejected must leave the field of play immediately.
- e. Individuals ejected from a game are subject to be removed for the remainder of the evening.
- f. Individuals who are ejected from games multiple times may be terminated from QKL without refund.
- g. Umpires may make rulings on any point not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

**\*\*All players and guests are expected to drink responsibly. Last call will be determined at the bartender's discretion.**

THESE RULES ARE BASED OFF OF THE OFFICIAL WAKA, LLC KICKBALL RULES. IN NO EVENT SHALL WAKA, LLC. ITS OFFICERS, DIRECTORS, EMPLOYEES, ASSIGNS OR OTHER CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE DATA, OR PROFITS; BUSINESS INTERRUPTION; OR PERSONAL INJURY) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THE RULES, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

THESE RULES ARE SUBJECT TO CHANGE WITHOUT NOTICE.

Last Edited: July 29, 2020