

America's Finest Kickball League

GayKickball.com



America's Finest Kickball League Official Rules

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AFKL- America's Finest Kickball League, is an adult kickball organization consisting of males and females ranging from 20-80 years old. Kickball is a game consisting of two teams, bases, and a big bouncy ball. Played like baseball or softball, the object is to score more runs than the opposing team. All in all, games are played with 10 fielders.. (4 outfielders, 6 infielders), in 7 innings/50 mins, 2 base coaches, outs, and bunting. The following rules will be put into all kickball games played under AFKL. For the enjoyment of the game, proper respect and sportsmanship is required of all participants toward one another. Fighting is not tolerated. There is a zero tolerance for discrimination towards race, gender, sexual orientation or anything for that matter.

1. THE PLAYING FIELD

1.1

The field shall be established on a safe terrain grass/dirt suitable for play in accordance with the following provisions which equal the dimensions of a softball field.

- a. The kickball diamond is a square with equal sides of 60 feet.
- b. The distance from home plate to 2nd base and from 1st base to 3rd base is 84'10"
- c. The distance between any base shall be measured from the front corner of each.
- d. The pitching strip is in the center of the diamond, 42 feet 5 inches.
- e. The pitching strip is directly aligned with the 1st-3rd base diagonal.
- f. The pitching circle extends 7 feet from the center of the pitching strip.
- g. The sidelines are lines 10 feet on the outside of and parallel to the foul lines.
- h. The point of contact with the ball must be inside the batters circle.
- i. The foul lines are fair territory.

1.2

The strike zone is a three-dimensional rectangular shape. 6 inches in height. 1 foot from each side of the plate starting from the furthest point of the plate on the left and right and the height on the plate from the top edge to the back corner.

1.3

All participants must respect and obey all rules and regulations pertaining to the field used for games.

1.4

Any player or Referee in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when/if in foul territory.

1.5

With notification to the Head Referee of any improper field set up, the field layout shall be fixed before the beginning of the next play. Protest based on field set up will not be considered.

1.6

Optional Extra Base:

When available, an additional base may be set up adjacent to First Base to provide more room for the runner. If an Extra Base is used:

- a. The Extra Base is only available for runners traveling from home plate.
- b. Fielders trying to make an out on first base must touch the base in fair territory
- c. Runners hindered by a fielder touching the base in foul territory (the Extra Base), will be safe.
- c. When a play is attempted at first base, a runner who touches the First Base prior to being called safe at the Extra Base shall be called out.
- d. Once a runner has reached first base safely the runner must start the next play on the First Base.
- e. No additional base may be used at any other base;
- f. The Runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Extra Base.
- g. The runner may use First Base if attempting to advance to Second Base, **or if there is no fielder on First Base.**

1.7

Sideline area

If you are not playing defense on the field/batting/first or third base coaching then you should be in the marked area/ dug-out.

2.EQUIPMENT

2.1

While participating, players must properly wear the official athletic clothing designated for their use.

2.2

Metal cleats are not allowed. Some sort of athletic footwear is required to play.

2.3

Players can wear protective equipment as long as it does not offer the wearer an unfair performance advantage. Any equipment turned down by the Head Referee as a performance enhancement must be removed or the player will be removed from the game.

2.4

The official kickball is the AFKL Logo Kickball, measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.

2.5

All player attire is an extension of the player.

2.6

All players must have AFKL uniforms as their official team uniform. If a player does not have on their uniform the player can not play. Only subs can play if they do not have a jersey on because they are a sub and did not receive a jersey, (see rule 18 Subs for what a sub is)

3. REFEREES

3.1

Games will be officiated by at least one authorized official referee. For championship games two officials may referee each game. The Head Referee governs all game play and issues all final rulings, and has final authority on equipment issues. When possible other Referees may assist these officials.

3.2

Prior to each game, the Head Referee must conduct a meeting with the Captains of each team, to flip a coin for who is home and away, 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.

3.03

Referees have jurisdiction over play and may:

- a. call a time out;
- b. call off a game due to darkness, rain or other cause at the Referee's discretion;
- c. penalize a player, warning (Yellow Card), including game ejection (Red Card), 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.

3.4

Referees have jurisdiction over play and must:

- a. cancel the game if lightning is seen, or delay it until safe to continue;
- b. keep a record of the final game score.
- c. report scores to league manager.

3.5

Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence)

PARTICIPANTS

4. PLAYER ELIGIBILITY

4.1

All participating players must appear on written lineups, reflecting that game's kicking order, sign a waiver at the beginning of the season/tournament, be 20-80 years old on or before the league start date/tournament start date.

4.2

Wrong Batting Order

- 1) Batting out of order results in a out.
- 2) If the pitch is thrown with the wrong batter at the plate, whether he/she kicks or not the batter is out.
- 3) If the batting out of order call is made after the batter has batted, play will resume as is, but an additional out will be added to the count.

- 4) Any batted player must play the field for at least one inning.
- 5) Any fielding player must bat at least one time.

5. TEAMS

5.1

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.

5.2

While fielding, each team must field at least eight (8) and no more than ten (10) players, which must include one pitcher and one catcher at any time during the game.

5.3

For a given game, each team shall have one Captain who is 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.

6. BASE COACHES

6.1

Two members of the team at bat, may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.

6.2

Base coaches may not physically assist runners while the ball is in play.

6.3

If the base coach makes contact with a running in a way to help them stay on the base or pushing them in the direction of the next one will result as that player being out.

7. REGULATION GAMES

7.1

Regulation games last seven (7) innings or 50 minutes whichever comes first.

- a. In the event of a tie score at the end of a regular season game, the game shall be marked as a tie.
- b. 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.
- c. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.
- d. If the score is tied going into the last inning or if time has expired, the home team has one last chance to take the lead and win the game. If the home team does not take the lead the game will end in a tie and the away team does not get to bat again.
- e. If a team does not have at least 8 players at no later than 10 mins after the original game start time, the team with the fewest player will forfeit. With a losing score of 0-7.

7.2

A game that is called off by the Referee after three (3) 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.

7.3

A game that is called off by the Referee for any reason before three (3) full innings of play shall not be considered a regulation game and a new game may or may not be rescheduled.

7.4

If 8 runs are scored in one inning by one team, then that half of the inning is over. If it is the last inning and the losing team is down by more than 8 runs, they are allowed to score over 8 runs.

7.5

Games canceled due to weather may or may not be made up. AFKL will do what they can to play all the games in the original calendar season, but if games are canceled they can or can not be made up. If the games are canceled for good, no refund or partial refund will be given

8. PITCHING, CATCHING AND FIELDING

8.1

Balls must be pitched by hand. Balls must be pitched underhand with the palm facing upwards when released. 7 pitches is the maximum number of balls that can be pitched at a single at bat.

Proper Field Position

a. InFielders: All in-fielders may charge the batters box once the ball is released from the pitchers hand, (but must start behind the imaginary line from 1st base to 3rd base until the pitcher releases the ball.

b. Pitchers:

- The pitcher must start the act of pitching with at least one foot on or within the pitching circle.

- 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 pitcher must release the ball before or at the plane of the pitches plate.

Result would be, umpire will call illegal pitch. If the ball is not kicked the pitch will be an automatic ball. If the kicker chooses to kick the ball the ball is live.

c. for Catchers:

- The catcher must be positioned anywhere on the batters circle.

- The catcher may not make contact with the kicker.

9. KICKING

9.1

All kicks must be made by foot or leg, not more than half way up the players leg. Any ball touched by the foot or leg below mid shin is a kick. If the ball is kicked with the

bottom of the foot or from half way up the players leg, the kick will result in a deal ball foul.

9.2

All kicks must occur:

- a. 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. The result is a dead foul ball.
- b. 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 must line up within the batters circle.

10. RUNNING AND SCORING

10.1

Runners must stay within the baseline. Any runner outside the baseline is out

- a. Runners may choose their path from one base to the next, and must follow a natural running arc.
- b. Runners are free to change course to avoid interference with a fielder making a play.
- c. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.

10.2

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.

10.3

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.

10.4

Hitting a runner's neck or head with the ball is strongly discouraged. A runner hit anywhere including the neck or head while in-between bases, shall be considered out. If the ball touches a player at all, including on a bounce or even off a direct kick from their own player, will be considered an out.

10.5

A tag-up is a requirement to retouch or stay on a base until a kicked 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. If a fielder bobbles a fly ball, the runner can take off on the first touch of the ball made by the fielder. If the ball is dropped by a fielder the running can advance to the next base any time from the initial kick.

10.6

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.

10.7

Base Running on Overthrows

- a. An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base;
- a1. An out of play overthrow ball, is when a ball is thrown into the dugout, over the fence or out of bounce line.
- b. A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into the dugout or over the fence (out of play).
- c. One base on an overthrow out of play ball is a restriction on the runner – not an automatic right for the runner to advance.
- d. If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.

10.8

Running past another runner is not allowed. The passing runner is out.

10.9

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.

10.10

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.

10.11

Over the Fence home runs. Only one over the fence home run is allowed per team per inning. If a second home run is kicked in the same inning, the at-bat team must switch to the field, and that half of the inning is over.

10.12

Base runners can not pass each other nor make contact with another base runner. If contact is made the lead runner is out.

11. STRIKES

11.1

A count of three (3) strikes is an out.

11.2

A strike is:

- a. A pitch that is not kicked and is not called a ball, that enters any part of the strike zone.
- b. An attempted kick missed by the kicker inside or outside of the strike zone.

11.3

Foul balls count as strikes. The kicker is allowed 3 strikes which results as a out. 4 balls results as a walk (kicker gets to advance to first base). If a kicker has 2 strikes against them, and then kicks a foul ball, that is considered their courtesy foul. The next kick, if foul, will count as their 3rd strike and the batter is out.

11.4

7 pitches is the maximum number of balls that can be pitches at a single at bat.

Example

- a. If the count is at 2 strikes and the next ball pitched is kicked foul the count is 2 strikes 0 balls and 1 courtesy foul. If the next ball pitched is kicked foul the batter is out.
- b. If the batter kicks 4 fouls in a row the batter is out. Because the first two foul kicks are marked as strikes. The third foul is marked as a foul aka (one to give or courtesy foul) and then the 4th kick being foul results as the third strike and therefor the batter is out.

12. BALLS

12.1

A count of four (4) balls advances the kicker to first base.

12.2

A ball is:

- a. A pitch outside of the strike zone as judged by the Referee where a kick is not attempted.
- b. A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box.
- c. A pitched ball that is higher than 6 inches at the plate.

13. FAIRS AND FOULS

13.1

A count of four (4) fouls is an out. Foul balls can count as strikes.

13.2

A **foul** ball is:

- a. A kicked ball first touching the ground in foul territory.
- b. A kicked ball first touching a fielder or Referee who is in foul territory, while the ball is over foul territory.
- c. A kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing the 1st or 3rd base.
- d. A kicked ball landing in fair territory, then entering foul territory before crossing the 1st or 3rd base.
- e. A kick made with the bottom of the foot or more then half way up the kickers leg, results in a dead ball foul.
- f. A kicked ball kicked more than once or stopped in the kicking box by the kicker. (Double kick)
- g. A kicked ball first kicked outside of the kicking box.
- h. A kicked ball first touching a permanent object, such as a batting cage or fence.

13.3

A **fair** ball is:

- a. A kicked ball landing and remaining in fair territory.
- b. A kicked ball landing in fair territory then traveling into foul territory beyond the 1st or 3rd base.
- c. A kicked ball first touching a player or Referee in fair territory.

- d. A kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory.
- e. A kicked ball that touches a runner before touching the ground in foul territory.
- f. A kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory.

14. OUTS

14.1

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

15. BALL IN PLAY

15.1

Once the pitcher has the ball in control and retains possession on the mound or pitches circle, the play ends. Runners who are off base at this time and in forward motion and half way or more may advance to that base at their own risk. Runners who are off base at this time and not in forward motion and less than half way must return to the base from which they were running.

15.2

Interference is:

- a. 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;
- b. 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.
- c. 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.

15.3

During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball. The play is called as a dead ball, the batters count will go back to what it was before the kick that deflated the ball.

16. INJURY AND SUBSTITUTIONS

16.1

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.

16.2

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.

16.3

Injured players who do not kick shall not play in the game.

16.4

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.

16.5

The pitcher and the catcher positions may only be replaced once per inning each, unless injury forces another substitution.

16.6

A courtesy runner is allowed. One courtesy runner per team per inning. The kicker that needs a runner must still kick the ball and make it safe to their base in order to make the switch for a courtesy running to come in. The new runner must be the most recent out.

17. Tournaments

Player Registration: All players must register with a Government ID before taking the field. Players must register before the start of their division's first elimination game to be eligible for the remainder of the tournament. A team manager/designated representative may request for a late player registration only to the Tournament Director before the start of games Saturday morning.

Game Time: Game Time will be considered as Forfeit Time. Both managers must be ready with a completed line-up sheet 10 minutes prior to game time for a coin toss when called by the umpire. Teams must have 9 players at game start time.

Home Team: The home team will be determined by a coin toss during pool play. The home team for tournament play will be the higher seeded team.

Scorekeeper: The home team is the official scorekeeper. Scores should be confirmed at each half inning with the plate umpire. It is each manager's responsibility to initial and confirm the umpire's scorecard and that the correct winning team is indicated at the conclusion of every game. Upon leaving the field, the Umpire's scorecard becomes official.

All Games: No new inning after 50 minutes.

Pool Play: A random draw of teams will be placed into a 3 or 4 team pool. A coin flip will determine the home team for all games.

3 Team Pools - Teams will play each other once.

Seeding will then be based on the teams record in the following order:

2-0-0, 1-0-1, 1-1-0, 0-1-1, 0-0-2, 0-2-0 (wins-losses-ties).

In the event two or more teams are tied with the same record, a random draw will determine seeding.

4 Team Pools - First game winners will play each other for their 2nd game. First game losers will play each other for their 2nd game.

The 2-0 team gets the #1 seed from that pool, the 1-1 team that LOST the 2nd game gets the #2 seed, the 1-1 team that WON the 2nd game gets the #3 seed and the 0-2 team gets the #4 seed.

In the event of a tie in the any pool play game, a coin flip will determine the "winner" of that game.

Tie Games: Pool play games may end in a tie. For all other games, a ONE PITCH rule shall be applied:

- The last batter of the previous inning shall be placed on 2nd base. Each batter gets ONE PITCH.
- Foul ball: Caught or dropped = OUT
- Strike: Swing or Called = OUT
- Ball: Batter is awarded a walk
- Batted Ball: Outcome of play

Player Line-ups: Teams must begin and finish with 9 players to avoid a forfeit. An out will be recorded every time the vacant 10th batting position has a turn to bat. If a 10th player arrives, the player must be immediately entered into the game. Any other player arriving after this shall be entered as substitute. Teams may bat up to 12 using 2 extra hitters. Indicate any EH on the line up sheet.

Bases: If there are two bags at first base, the double bag rule is in effect.

AFKL Run Rule:

- 20 runs ahead after 3 innings or 2 ½ if the home team is ahead.
- 15 runs ahead after 4 innings or 3 ½ if the home team is ahead.
- 10 runs ahead after 5 innings or 4 ½ if the home team is ahead.

Home Runs: Anything over the limit will be an out.

Only one over the fence home run can occur per team per inning.

If two are batted over the fence that half of the inning is over.

Courtesy Runners: One (1) courtesy runner may be used per inning. Any player on the lineup sheet may be used. It is not considered a substitution.

If a courtesy runner is on base when their turn at bat comes, the at bat is recorded as an out. Substitutions or changing out runners to avoid the out may not be used, per AFKL rules.

Uniforms: Each player must wear a "team jersey" which must be similar in color, style, and must have a player/roster number. No bandanas, non-uniform decorations or tied cloth is allowed on a player's head, neck or body. Exceptions may be granted on a case-by-case basis and at the discretion of the umpire.

All Exposed Jewelry and Loose Accessories Must Be Removed: This includes, but is not limited to, all exposed body and facial piercing, rings, necklaces (of any kind / style), bracelets, wrist watches, earrings, pagers, cell phones, tobacco tins, unsecured sunglasses atop of ball caps. Medical alert bracelets must be taped to body. Non-removable jewelry must be concealed with athletic tape or Band-Aid type of material. This is for player safety reasons in order to avoid being snagged, ripped out, injuring another player etc.

Ejections – AFKL accordance: A player or coach removed from the game by the umpire, usually for an unsportsmanlike act or conduct. A flagrant act will require the player or coach to leave the field for the remainder of the game. A team may NOT continue to play shorthanded. If no substitutes are available, the game is a forfeit. If the umpire and/or designated tournament official(s) deems the unsportsmanlike act or conduct as malicious, the ENTIRE team will not be allowed to participate in the remainder of the tournament. All previous games played shall be legal; all games afterwards shall be forfeits. Let's have fun and be good sports!

Player Ejection Penalty: The player shall be removed from the current game only. Tournament officials reserve the right to suspend and/or disqualify any ejected player for futures games of the tournament if ejection is deemed to be threatening in nature to another player, umpire, spectator, tournament staff, park patron, animals or morally offensive.

Tournament Integrity: *The competitive integrity of all tournament play is paramount. All participants must adhere to the spirit and letter of the rules. America's Finest Kickball League reserves the right to remove participants for any action that is deemed illegal, harassment, threatening, unethical and/or detrimental to the success of the event, or constitutes cheating at the discretion of Tournament Officials. Tournament officials shall base rating eligibility issues on participants' current ability on the field while also taking into account a team's total ability on the field. Participants are reminded we are here for friends, fun and softball. The Tournament Director shall have the final say on all eligibility issues regardless of a protest being filed or not, and may take rating action without a team initiating a protest.*

18. Subs

18.1

4 subs max per team are allowed during the regular season games. (\$10 cash per game per sub)

Subs for playoff and or championship games must have subbed for at least one game during the current season.

For Playoff/Championships games, a max of 3 subs per team are allowed.

You are not allowed to use players from another team for the Playoff/Championship games.

If a team needs to borrow another teams player in order for them to have enough players to not forfeit their game, the team that is short players must pay \$20 cash to the umpire or local rep.

19. Drinking

There is a zero tolerance for drinking. It is against city policy in most of the cities AFKL is in, and if it is allowed by the city, we are still not allowing alcohol during the games nor at the fields. We always have socials after the games at a bar, save the drinking until then. Umpires do have the authority to eject any player from the fields if seen drinking or drunk.

20. Other

20.1

The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. These are the Official rules that will be referred to if a conflict arrises. These rules are maintained at www.GayKickball.com and are subject to change without notice.

20.2

Refunds

No refunds will be given to the player after they have registered.

Refunds for tournaments- No refunds will be given from 45 days prior to the first day of games.



