



OCAC Official Kickball Rules

1. Equipment

- 1) The official OCAC Kickball is a red, round 10-inch 3-ply cross-textured rubber ball.
- 2) Standard drop-in bases will be used on all fields that allow for them.
- 3) All bases and kickballs will be provided.
- 4) All fielders and kickers must have footwear; bare feet are not allowed. All participants must wear closed-toed athletic shoes, no steel cleats.
- 5) Player's attire is considered an extension of the player.

2. Field

- 1) The bases are set up 60 feet apart.
- 2) Safety base will be used fields that allow for it. The safety base at 1st base includes both a Fielder's base (white) and a Runner's base (orange). The Fielder's base is located inside the 1st baseline in fair territory, while the Runner's base is located outside the 1st baseline in foul territory and they both touch each other.
- 3) The Runner's base is used when a runner is traveling from home plate to 1st base and does not intend to advance to 2nd base.
- 4) Fielders attempting to make an out at 1st base may only use the Fielder's base to make an out.
- 5) The "Roller's mound" is located halfway between 1st base and 3rd base at approx. 42' from the back of home plate.
- 6) The strike zone is 34" wide or the size of two home plates laid side by side. The ball must be within this area to be called a strike.
- 7) Cones or lines are used to designate the width of the strike zone. To be called a strike the ball must be within this area and more than 50% of the ball below the batter's knee.
- 8) Cones will be placed along the foul lines approximately 30 ft past 1st and 3rd base if no foul line is present.
- 9) The entirety of the foul lines including all primary bases and home plate are in FAIR territory.

3. Players

- 1) Each player must be 18 years of age at the start of each season to play in the OCAC Kickball League. **Only players aged 21** and over may consume alcoholic drinks in moderation.
- 2) Players must agree to and sign the league waiver when registering.
- 3) Teams are responsible for their players and each player is responsible for his/her own actions. Teams and players may incur disciplinary actions as a result of unsportsmanlike conduct including but not limited to warnings, suspensions, fines, behavioral modification plans, or the league can permanently expel players or entire teams from the league.

4. Teams

- 1) Teams must register a minimum of at least 12 players with a 3-Female minimum.
- 2) As proof of registration players will need to provide proof to the official with a valid state ID or registration confirmation email if a roster is questioned.
- 3) Teams wishing to have a guest player(s) for a single day may pay a \$5 fee to the Official before their first game; this covers games for that day only. Guest players are considered a rostered player for that day. The team is responsible for making sure this fee is paid, the officials are not responsible for verifying players. If a team is found to have un-rostered or unpaid guest players, they will forfeit their games for that day.
- 4) For a team to be game eligible, there must be at least 8 rostered players at the start of the game, or it will be considered a forfeit.



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5. Scheduling and Field Time

- 1) Game schedules will be made available 7 to 10 days prior to the beginning of the league season, showing the dates, starting times, location, and opposing teams for all league games.
- 2) Home field advantage will be determined by the league schedule. The home team will bat in the bottom of the inning.
- 3) If a game is rescheduled for any reason, the same team shall be the "Home" team for the rescheduled game.
- 4) All games must start promptly as scheduled. Teams capable of fielding eight (8) eligible players must start their game at the scheduled time. Game time shall begin at the end of ground rules. If ground rules are given early, game time shall remain as scheduled unless both teams agree to start early.
- 5) If ground rules are given prior to scheduled game time, game time shall begin then if neither manager objects. If either manager objects, then game time shall begin promptly at the scheduled game time. The time as ruled by the Official shall be the official time governing the game.
- 6) Should either team not be ready to start the game within ten (10) minutes after the scheduled starting time, the Official shall forfeit the game to the opposing team. The Official will award the team ready to play with one run for every two minutes the opposing team is delayed. If after 10 minutes the team still cannot take the field, this will result in a 7-0 victory for the team ready to play at the (10) minute mark. Should both teams not be able to field eight (8) eligible players after this time limit, each team shall be charged with a loss (0-0).
- 7) A manager who decides to forfeit prior to game time, shall notify the scheduler for the association, who shall in turn notify the opposing manager. Managers are cautioned to not accept a forfeit unless notified by the association.

6. Officials

- 1) All games will have one Official scheduled.
- 2) Officials are responsible for making calls on balls, strikes, outs, and run limits, the official's call is the final decision in all matters.
- 3) Challenged calls may only be made by the team captains, balls and strikes may not be challenged.
- 4) In the event of a disputed call or rule clarification, team captains will come together and be expected to consult with the official and come to a mature decision.
- 5) Officials are trained and responsible for conducting games in a professional manner and are empowered at their discretion to give a Warning and/or Ejection to any manager, coach, player, or fan that instigates arguments, uses foul language and/or flagrant abuse towards the opposing team or official.
- 6) Officials are responsible for suspending a game due to rain or lightning. If a game is in progress and the remaining innings are canceled due to lightning, please stay in the area (safest place to wait out lightning is in your cars) if the Field Official requests players to, as the game may be able to be completed after a time delay. Games in progress will be rescheduled as a new game. If a team leaves and does not come back as the Official requested, that team will take a forfeit. Any cancellations will follow the OCAC Rainout Policy.

7. Team Captains

- 1) Each team will have a registered Captain (Manager) who is responsible for his/her team. They are responsible for the following:
 - a. Responsible for setting up and organizing the team.
 - b. Contact person for the league.
 - c. Learning and understating the rules.
 - d. Responsible for team's behavior before, during and after games.
 - e. Dispute calls to an official during the game.
 - f. Entering game scores online – Both teams are encouraged to input games into the system. If there are any score discrepancy's, we will review the score card turned in by the official. We may also ask to see scorebooks from both teams.



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8. General Rules

- 1) The kicking order should be exchanged with the other captain and game official prior to the start of the game.
- 2) The kicking order cannot change during a game, any players arriving after the game has started must be added to the end of line up sheet.
- 3) Team members are not required to take the field in order to kick.
- 4) All players listed on the line up sheet must kick.
- 5) If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out. (Exception: If a player is removed from game for any reason other than ejection).
- 6) No more than 10 players can take the field at one time. Teams are allowed 1 Pitcher, 1 Catcher and four infielders, all others must play outfield positions. Teams must always field a pitcher and a catcher.
- 7) When taking the field, there must be a total of 3 females if you are playing 10 players in the field. If you only have 2 females, the maximum that can take the field is 9. If you only have 1 female on your team that day, you may only play 8 in the field.
- 8) Fielders can be changed anytime between and within innings.
- 9) Teams may choose to have 1st base and 3rd base coaches. Coaches may not interfere with play or physically assist the runners.
- 10) Any attempt to circumvent or go against the spirit of the rules will be at the ref's discretion to rule on the appropriate action.
- 11) While Alcohol is permitted at the park, it is not permitted on the fields. Glass bottles are prohibited on the fields or in the dugouts before, during or after a game. Let's remember these fields are also used by the youth of our community.
- 12) Rainout information will be posted on the website by 4pm on game day. In instances where isolated storms are forecasted, many rain out decisions will be made at the field. Players can also sign up to receive notices by email/text messages.
- 13) Each season will be scheduled to include three (3) extra weeks of "make-up" weeks in case of things such as rainouts and park cancellations.
- 14) All steps necessary will be taken to ensure that each season is completed to accommodate each season of play with each week consisting of a double header for each team. The top team in each division per standings and tiebreakers will be declared that divisions Winner. (Awards TBD)
- 15) Any scheduled week that is rescheduled due to a "rain-out" will be rescheduled to the end of that season's schedule and the remaining weeks will be played as already scheduled.
- 16) If at least four (4) weeks of a 10-game season or five (5) weeks of a 12-game season of regularly scheduled or rescheduled games have been played by the end of the allotted time, that will be considered a full season.

9. Regulation Game

- 1) A regulation game will be 7 innings or 50 minutes in length, whichever comes first. No new inning will be started after 50 mins have been played. The inning in progress will finish out. When available a timer will be placed on the backstop fence to keep official time.
- 2) The Home team will record the score for the game. The home and away is determined by the league schedule. The visiting team should also keep track of the score to make sure that there are no discrepancies. The final score is then verified by both the home and visiting team Captains and initialed on the score sheet at the end of the game. If the game is tied after 7 innings, extra innings will be played as long as there is at least 7 minutes remaining on the clock. If the game is tied at the end of time limit the game will be recorded as a tie, except in playoff games.
- 3) If a game is shortened due to rain or other externalities, 3 full innings or 30 minutes constitute an official game (3½ innings if home team is ahead in bottom of 3rd inning).
- 4) If the game is tied at the end of 7 innings, extra innings will be allowed as long as at least 7 minutes, or more are left on the clock. Each team gets a chance to kick in extra innings and receives the same number of outs.
- 5) There will be a mercy rule. Teams ahead by 20 runs after 3 innings, 15 after 4 innings, or 12 after 5 innings will be declared the winner.



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10. Rolling, Fielding, Catching

- 1) Each team's roller must roll the ball to the opposing team's kicker.
- 2) The Roller must release the ball with at least one foot behind the roller's mound and within two feet on either side of the roller's mound.
- 3) The Roller cannot sidearm or overhand roll the ball when delivering the ball to the kicker.
- 4) The Roller MUST roll or bounce the ball multiple times in route to home plate. If the Roller one-hops the ball across home plate or throws the ball in the air and hits home plate without the ball bouncing or rolling that roll is considered a ball regardless of if it is less than 6 inches or not. The speed of the roll must be kept at a moderate speed (this will be the Official's judgement).
- 5) All infielders will be required to remain behind the pitcher until the kicker contacts the ball. If the ball is caught or touched by an infielder who was in front of the pitcher, the ball is dead. The batter will be awarded first base and all runners are awarded one base whether they are forced to advance or not.
- 6) The catcher must play behind the kicker and must stay on the outside of the kicking box until after a kicked ball. The catcher may not block the kicker's attempt to kick the ball in any way. If the catcher opts to play near the line, then they must stand at least 2 feet outside of either strike-zone or may not block the kicker's attempt to kick the ball in any way. If any part of the catcher's body moves within 2 feet of the strike zone before the ball passes the front of the plate or interferes with the kicker's ability to kick the ball in any way, as determined by the official, the kicker will be awarded a walk.
- 7) There is no In-Field Fly Rule since a kickball is more difficult to catch than a baseball or softball. However, a player may not intentionally drop a catch-able ball in an attempt to complete a double-play. If a player intentionally drops a ball, as determined by the Official, then all players are safe at their next base including the kicker at first. If the Official determines that the player accidentally dropped the ball, then play continues via normal rules of play.
- 8) Walking a player intentionally is allowed and no pitches have to be rolled.
- 9) If a player (male or female) is walked at any time (intentional or unintentional) and a female kicker is next at-kick in the lineup, the player automatically walks to 2nd base. If there are 2 outs, the female kicker next in the lineup has the option of walking to 1st base or kicking. If there are less than 2 outs, then the next kicker must kick.
- 10) Any runner who is not safely on a base can be hit with the kickball by a fielder. The runner is out unless the ball hits them in the head or neck.
- 11) If the ball is thrown or kicked by the defense out of the field of play, each base runner is awarded the base they were going to plus one additional base. Foul territory is still in play as long as the ball has not been ruled out of play by the official, and base runners may advance as many bases as they desire at their own risk.
- 12) Once the roller has the ball in control and retains possession on the mound, the play ends.

11. Kicking

- 1) The kicker must wait for the ball to reach home plate before kicking the ball. If any part of the kicker's "plant foot" (non-kicking foot) breaks the plane in front of home plate when the kick occurs, then it is considered a FOUL ball.
- 2) If the kicker kicks the ball in the air and it is caught, then the kicker is OUT, and runners may tag up.
- 3) Bunting/Half Kicking is not allowed and is an automatic out.
- 4) The kicker may kick the ball anywhere behind the line formed by the strike zone as long as their plant foot is not in front of home plate. If the kicked ball travels into fair territory before passing 1st or 3rd base and is touched or comes to rest, then it is a FAIR ball.
- 5) A kicker may not touch the ball a second time after first contact while in the kicking motion. This is called a "double kick" and results in a foul ball. Once the kicker begins to run to 1st base, if the ball touches them in fair territory, they are out, and it is a dead ball. All baserunners must return to their previous base.
- 6) All kicks must be made by foot or leg, below knee level. Any ball touched by the foot or leg below knee level is a kick.



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12. Outs

- 1) Three (3) outs by the kicking team constitutes their at-kick for the inning.
- 2) An out is:
 - a. A count of 3 strikes to a kicker (fouls count as strikes)
 - b. Any kicked ball that never hits the ground and is caught by a fielder regardless of whether the ball is in fair or foul territory.
 - c. A runner that does not make it to the next base they are forced to run to before they are tagged or before a fielder has control of the ball while touching the base they are forced to run to, and they cannot run back to the previous base since another runner is behind them.
 - d. A runner that leads off the base or attempts to steal before the ball is kicked.
 - e. A runner tagged or hit by a thrown ball below the shoulders by a fielder while not safely on a base. In the event a fielder intentionally throws a ball towards and contacts a runner's head, the play will be immediately dead, and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score. The official's discretion will be used in whether or not a throw is legal or was intentional or not. It is the runner's discretion in regard to sliding. Since fielders are allowed to throw the ball from the chest down, if a runner is struck in the head with the ball while sliding, it will be ruled as fair play, unless the official feels the throw was intentionally aimed at the player's head.
 - f. A runner hit by a kicked ball regardless of where the ball hit them while not safely on base.
 - g. A runner impeding a fielder from fielding a ball (i.e. bumping, pushing or distracting the fielder while the fielder is in the motion of playing a ball)
 - h. A runner that does not make it back to their base before tagging up by the time the fielder has control of the ball while touching the base or by tagging the runner with the ball.
 - i. A runner outside of the 4-foot baseline unless trying to avoid a fielder blocking the baseline.
 - j. A runner or kicker that intentionally interferes with the ball.
 - k. A runner that is physically assisted by a base coach or other team members.
 - l. A runner that passes another runner.
 - m. A kicker that cannot kick at their designated spot in the kicking order unless they are injured (If a player misses their turn in the kicking order due to injury, they cannot return to the game)

13. Balls

- 1) Four (4) balls by the roller to the kicker is a walk, and the kicker is awarded 1st base.
- 2) A ball is:
 - a. A roll that results in the ball being outside the strike zone.
 - b. Any roll that is more than 6 inches off the ground when it crosses the plate.
 - c. Any rolled ball that does not bounce multiple times before reaching home plate.
 - d. A roll that is thrown sidearm or overhand.

14. Strikes

- 1) Three (3) strikes by the kicker is an out.
- 2) Any roll that is not kicked and not considered a ball is a strike.
- 3) An attempted kick that is missed by the kicker is a strike.



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15. Foul and Fair Balls

- 1) Foul balls are considered strikes.
- 2) A foul ball is:
 - a. Any ball that is kicked and touches in foul territory without going into fair territory.
 - b. Any ball that is kicked and touches in fair territory but crosses into foul territory before passing 1st base or 3rd base.
 - c. A "double kick" or the ball bouncing up and hitting the kicker a second time while still in the kicking motion. This is a dead ball and cannot be caught if kicked in the air.
 - d. A ball that is kicked and hits a 'back-stop', trees, wires, or anything extraneous to the playing area before going into fair territory.
- 3) A fair ball is:
 - a. Any ball that touches and stays in fair territory.
 - b. Any ball that touches in fair territory and then crosses into foul territory after passing 1st base or 3rd base.
 - c. Any ball that is in fair territory when it touches a player or official (regardless of where they are standing) before crossing into foul territory.

16. Play Ends (Dead Ball)

- 1) When any defensive player has the ball within the rollers mound and the lead base runner has stopped reasonable advancement to the next base in the determination of the official the play is over. The official should call time.
- 2) When a kicked ball hits a base runner off base or a baserunner on base that is forced to run, it is a dead ball, and the runner is out. The kicker is awarded 1st base and all other base runners must return to their previous base.
- 3) When a live ball goes out of the field of play as determined by the official, it is a dead ball. The official will go over with the captains before the game what areas for each field are considered out of play. Foul territory is considered in play otherwise and the ball is live until the play ends normally.
- 4) When a base runner interferes with a fielder's opportunity to make a play or deliberately disrupts the play it is a dead ball, and the runner is out. All other base runners must return to their last base touched prior to the interference.
- 5) If a ball deflates or pops during a play, then the play is dead and must be replayed from the start.
- 6) A delayed dead ball is when a defensive infraction has occurred, but the result of the play determines the outcome.
- 7) A delayed dead ball is:
 - a. Obstruction on the defense either by blocking a base or interfering with the runner's right to the baseline when not making an active play on the ball.
 - b. When a fielder or pitcher is in front of the imaginary line between 1st and 3rd base before the ball is kicked and makes a play on the ball or interferes with play. If the kicker does not reach first base safely then the delayed dead ball results in an automatic walk to the kicker.



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17. Advancing the Bases

- 1) When runners advance from one base to the next, they must stay in the imaginary "base line" which is a straight line between two bases and approximately 5 ft in width. If the runner runs outside the base line to elude a ball thrown at them or a tag attempt, they are out. The runner may only run outside the base line to elude a fielder that is making an active play on the ball.
- 2) If a fielder obstructs a runner from reaching a base (i.e., blocking the base or base line) and they are not making an active play on the ball, the runner will be considered safe at the intended base if they would have reasonably made it, in the official's judgment, if not for the obstruction.
- 3) Runners are allowed to over-run first base but must not show intention to round first and head to second base. If the runner shows intention to head to second and is hit by the kickball below the neck, then the runner is out. No other bases can be over-run (except for home).
- 4) If a ball is caught in the air by a fielder, runners must return to their base and "tag-up" before advancing to the next base.
- 5) Runners can advance on a caught ball as long as the runner has tagged their original base after the ball was originally touched by a fielder. One fielder can tip and then later catch or tip to another player, but the runner can tag up when less than 2 outs once the first contact happens between fielder and ball.
- 6) Runners are allowed to slide into a base. If the runner slides or ducks to elude the ball and is hit while off the base (including the neck or head), they are out.
- 7) If a base runner approaches a base, and the fielder covering that base has the ball, or is in the act of catching the ball, the base runner must seek to avoid contact and may do so by going around, sliding, giving himself/herself up as an out, or returning to the previous base. Attempting to jump, leap, dive, or hurdle over a defensive player is not an act of avoiding contact, is not allowed, and shall result in the player being called out; the ball is dead, and all other runners will return to their previously touched base. If the official deems the collision malicious, the base runner shall be ejected from the game. If the official deems it necessary, they may also eject the base runner's captain (manager). No base runner shall maliciously run into, or collide with, any fielder.
- 8) After a ball is kicked inside the field of play, the ball is considered "live" and runners can advance until the ball is controlled by the defense within the roller's mound or the ball is ruled "out of play" by the official.
- 9) Runs are scored when runners cross and touch home plate. Runners must cross and touch each base on the way to home plate. If the runner crosses and touches home plate during the 3rd out in the field and the 3rd out was a force out, then the run does not count.
- 10) If a base is displaced for any reason, the original placement of the base shall be used during the play as the base. Once the play is over, the base shall be replaced.
- 11) If a baserunner misses a base while rounding the bases, they are out.
- 12) If a baserunner knocks the ball away from the defense on purpose, the runner will be out, and no one is allowed to advance further on the bases. This will also result in a warning to that player.
- 13) Pinch runners are allowed only when a player on base is injured. When a player requests a pinch runner, the opponent team selects a player on the requesting team to sub as the pinch runner. The pinch runner must be a male replacing a male or female replacing a female.