



Brooklyn Kickball Club

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1. Field and Equipment

1.1 Field

- 1.1.1 Field will be set up per the standard baseball/softball format. Soccer Cleats
- 1.1.2 Field should be set up on a flat grass or dirt surface.
- 1.1.3 Bases, Cones, and / or chalk will be provided to denote foul lines and base paths.
- 1.1.4 Additional safety base will be setup at 1st base.

1.2 Player Equipment

- 1.2.1 Players are not allowed to wear metal cleats.
 - 1.2.1.1 Players are recommended to wear soccer cleats.
- 1.2.2 Players are encouraged to wear their league supplied shirt for all games.
- 1.2.3 Alternate clothing may be worn with the following restrictions.
 - 1.2.3.1 All clothing must be deemed safe by the referee.
 - 1.2.3.2 If a player refuses to remove the alternative clothing they may be ejected and/or suspended from the league as determined by the league commissioner.

2. Team Lineups

2.1 Eligibility

- 2.1.1 All players must be 21 years of age or older.
- 2.1.2 All players must have registered and been placed on a team.
- 2.1.4 All players must sign the Amateur Athletic and Release of Liability.
- 2.1.5 If a team uses any unregistered players, the player must register and sign the Amateur Athletic and Release of Liability before the game starts to become eligible.
 - 2.1.6.1 Using unregistered players consistently may result in additional penalties as seen fit by the league commissioners.

2.2 Offensive Lineup

- 2.2.1 All players on a team must be placed in the kicking lineup
- 2.2.2. Players who arrive late may be added to the end of the kicking lineup. These additions must be announced to the referee and opposing team captain.
- 2.2.3 The lineup must alternate gender for each at bat.
 - 2.2.3.1 Boy Girl Lineup

2.3 Defensive Lineups

- 2.3.1 A team may field a maximum of 11 players.
 - 2.3.1.1 A team may have a max of 6 men on the field, with no limit as to how many of the 11 are women.
 - 2.3.1.2.4 If a team has fewer than 7 total players, they will forfeit that game.
 - 2.3.1.2.5 Teams will not be punished with an out if they are down players in the field.

2.3.1.2.6 Teams are allowed to pick up other registered players if they are short. The players added must bat in the bottom of the order. (excluding playoffs)

2.4 Injury Guidelines

2.4.1 Timeout may be called by a Team Captain or Referee once play is dead for injuries or illness.

2.4.2 If an injury causes a team to fall below the minimum number of total players required for eligibility they do not forfeit and may continue to play with fewer players.

2.5 Ejections

2.5.1 If ejected from a game by the Referee, a player is removed from the kicking order and may not take the field on defense.

2.5.2 If losing an ejected player causes a team to fall below the minimum number of total players, the affected team will forfeit the game.

2.5.3 An ejected player may suffer additional penalties as deemed by the league commissioner.

2.6 Sportsmanship (Before, During and After Games)

2.6.1 All players and spectators are expected to conduct themselves in a sportsmanlike and respectful manner as deemed by the Referee.

2.6.1.1 Fighting, verbal abuse/threats will result in immediate ejection from the game. If the individual is involved in another incident, their membership in BKC may be permanently revoked.

2.6.1.2 Taunting will result in a warning issued to the entire team. A second violation, by any member of the team, may result in an ejection to that member. A third violation, by any member of the team, will result in forfeiture of the game.

2.6.2 Conduct including (but not limited to) fighting, verbal abuse, taunting, lewd behavior, stalling or otherwise devious tactics will not be tolerated.

2.6.3 Arguing with a Referee will not be tolerated. A warning will be given to any player before an ejection is called.

2.6.4 Only Team Captains are allowed to discuss game rulings with the Referee.

2.7 Forfeits

2.7.1 If a team is unable to field a team by the scheduled game time they are given a forfeit by the Referee UNLESS,

2.7.2 A team may recruit other eligible and registered players, at the discretion of the Referee and opposing Team Captain, to bring them to 10 total players (excluding playoffs) OR

2.7.3 A team may play short with an uneven amount of players in the lineup defensively with permission of the Captain.

2.7.4 Recruited players must be placed at the bottom of the team's lineup.

3. Gameplay

3.1 Game Length/Pre Game

- 3.1.1 Regular Season Games shall last 6 innings or 75 minutes, whichever comes first.
- 3.1.2 A game can end in a tie (excluding playoffs)
- 3.1.3 No new inning shall be started within the final 10 minutes of game time.
- 3.1.4 Games shall always finish with a complete inning.
- 3.1.5 If at least 4 innings have been played and game is called for unforeseen circumstances (i.e. Darkness, weather, etc.), game shall revert to the score of the last complete inning and will end.
 - 3.1.6.1 Head referee will discuss any ground rules or answer any questions regarding rules from Captains.
 - 3.1.6.2.1 If their team is playing short or has picked up players from another team, the affected Captain should inform the opposing Captain at this time.
 - 3.1.6.2.2 Captains will play a game of Rock, Paper, Scissors ('Roshambo') to determine selection of "Home" or "Away".

3.2 Outs

- 3.2.1 A team continues to kick until 3 Outs are recorded
- 3.2.2 After a kicker receives a count of 3 fouls they are out.
- 3.2.3 Any ball contacted by the kicker that is caught in the air before touching the ground by a defender is an out.
- 3.2.4 A kicker or base runner who contacts a ball in fair territory outside the kicking box before a defender touches the ball is out
 - 3.2.4.1 If this occurs the ball is immediately dead and base runners return to the last base they had safely reached.
 - 3.2.4.2 If a kicked ball hits a base runner while they are still on the base they are forced to vacate, the base runner is out and the ball is live. If a kicked ball hits a base runner while they are still on the base they are NOT forced to vacate, the ball is live, the base runner is safe.
- 3.2.5 If a fielder contacts a base runner who is not on base (except when overrunning first base) with the ball via throw or tag the base runner is out.
 - 3.2.5.1 If a thrown ball contacts a base runner's head or neck (except when sliding) and is deemed intentional by the umpire, the play is deemed dead and the affected base runner is awarded the base to which they were advancing. If there were other runners on base, they are also awarded the base to which they were advancing.
- 3.2.6 A fielder in control of the ball who touches a base before a forced baserunner arrives records an out.
- 3.2.7 Any base runner running more than 4 feet outside the baseline is out. The baseline is at the discretion of the umpire.
- 3.2.8 Any base runner who intentionally interferes with a fielder while making a play on the ball is out, play is considered dead and the runner returns to base they last touched.
- 3.2.9 No lead offs on base. The base runner must wait until the ball is kicked to run.
- 3.2.10 Any base runner passing another base runner is out.

3.2.11 If a player does not kick in their designated spot in the order, they are out.

3.2.12 Any Base Coach interfering with play, the affected base runner / kicker to be called out.

3.3 Pitching

3.3.1 Pitching Delivery

3.3.1.1 The pitcher must plant their foot behind the pitching box front line when delivering their pitch.

3.3.1.2 The kicker must keep both feet behind the plate during the pitch delivery and kick.

3.3.1.3 Pitchers may not throw a pitch to the kicker unless they are at the plate AND have signified to the referee that they are ready.

3.3.2 Fouls

3.3.2.1 Three Fouls and a kicker is out.

3.3.2.2 A ball contacted by a kicker when their entire plant foot is in front of the kicking plate is a foul.

3.3.2.3 A ball contacted from the hip or higher by the kicker is a foul.

3.3.2.4 A ball contacted more than once by the Kicker while in the kicking box is a foul (Double Kick or Touch).

3.3.2.5 A kicked ball is foul if:

3.3.2.5.1 It lands in foul territory between home and first base or between home and third base.

3.3.2.5.2 It passes first or third base on foul territory.

3.3.2.5.3 It lands on foul territory beyond first or third base.

3.3.2.5.4 It is over foul territory and is touched by an referee or player or any object foreign to the natural ground (regardless of that person or object's position on the field).

3.3.2.5 A foul ball is live until it touches the ground and base runners may tag up if a fly ball is caught in foul territory.

3.4 Catching

3.4.1 The Catcher is the only defender who may start play in foul territory.

3.4.2 The Catcher may not at any time touch the kicker or obstruct their kick in any way.

3.4.3 The Catcher must always stay outside the kicking box until the ball is kicked.

3.4.3.1 If the Catcher interferes with the kicker in the act of kicking or in proceeding to first base the play is dead and the kicker is automatically awarded first base.

3.4.4. If the catcher fully secures a bunt with two hands before the runner can reach first base, the batter is automatically assigned 2 additional fouls.

3.5 Fielding

3.5.1 All Defenders, except the Catcher, must be in fair territory when the ball is pitched.

3.5.2 Fielders may not at any time obstruct a base runner's path to their next base.

3.5.2.1 Fielders may not set up in the baseline before the ball is pitched.

3.5.2.2 Fielders may not physically make contact with the base runner at any time (they may tag to runner with the ball only).

3.5.3 Fielders may not intentionally block a base, including home while not in possession of the ball. There must be a clear path for the runner to reach the base.

3.5.3.1 A Referee will signal obstruction at the point it occurs.

3.5.4 Overthrows/Popped Ball

3.5.4.1 An Overthrow is defined as an errant attempt to throw to a defensive player in position to make a defensive play.

3.5.4.2 On an overthrow, the ball is deemed dead when it rolls into the grass at 1st, 3rd, or home, rolls onto concrete or otherwise results in a dangerous situation or goes further than 20 feet in foul territory from the nearest fielder. All runners are awarded one extra base, regardless of intent to advance or not. An overthrow cannot happen at home on the main field as there is a protective gate. If the ball hits the fence at 1st or 3rd on the main field it is not an overthrow. Overthrows are only an overthrow if the ball is out of bounds. Umpires discretion

3.5.4.2.3 Overthrown balls that hit a referee inadvertently are live as long as they meet criteria for 3.5.4.2. Overthrown balls that hit a base coach are a dead ball and runners advance.

3.5.4.2.4 Overthrown balls that make contact with a player in either team's dugout are dead (re: dangerous). If the contact is with a member of the defensive team, the referee may award additional bases at their discretion. If the contact is with a member of the offensive team, runners will be returned to their previous base.

3.5.4.2.5 An attempt to hit the base runner with the ball is not considered an Overthrow and is still considered live.

3.5.4.2.6 If a throw contacts a base runner, the ball is still considered live.

3.5.4.2.7 A ball that is purposely kicked by a defensive player is considered a live ball.

3.5.5 During any play in which the ball is popped, deflates, or in any way is noticeably altered, that play shall be ruled dead and replayed with a properly inflated ball.

3.6 Encroachment

3.6.1 Before the ball is kicked no Defender, including the Pitcher, may enter fair territory in front of the imaginary line made from 1st to 3rd base represented by the 2 cones closest to the batter.

3.6.2 A team will be issued one warning before receiving a penalty for encroachment.

3.6.3 A Referee will signal encroachment at the time it occurs.

3.6.3.1 After the play is resolved the kicking team captain may choose to a) accept the result of the play OR b) have a rekick.

3.7 Baserunning

3.7.1 A Baserunner may not leave their current base until the ball is kicked.

3.7.1.1 No stealing or leading off is allowed.

3.7.1.2 If a Baserunner is off the base when a ball is kicked they will immediately be called out

3.7.2 A Baserunner must stay within 4 feet of the baseline.

3.7.2.1 A Baserunner has priority to the base path area of the field unless a Defender is actively making a play on the ball.

3.7.3 A Baserunner may not interfere in any way with a Defender making a play on the ball. This includes touching, obstructing, yelling, intentionally touching the ball, or any other action at the discretion of the Referee which obstructs play. A baserunner who obstructs a fielder will be immediately called out.

3.7.3.1 A Baserunner must avoid colliding with a defender when advancing to a base.

Intentionally colliding with a Defender will cause the Baserunner to immediately be called out

3.7.3.2 One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three players are put out to end the inning.

3.7.3.2.1 A run does not score if a third out is made on the play in any of the following ways:

3.7.3.2.1.1 The kicker-runner is putout before reaching first base.

3.7.3.2.1.2 Any other runner is forced out on the play at either second base, third base or home base.

3.7.3.2.1.2.1 A force out is defined as the putout of a base runner who is forced to go to the next base.

3.7.3.2.1.3 A preceding runner is declared out on appeal for failing to touch a base.

3.7.4 Baserunning at 1st Base

3.7.4 A Baserunner may run past 1 st base after kicking.

3.7.4.1 Baserunners doing so must run past the base in a straight line or turn to the right and return to the base immediately.

3.7.4.2 If the Baserunner at any time makes an advance towards 2nd base, they may be tagged out before returning to a base .

3.7.6 Tagging Up on Fly Balls

3.7.6.1 A Baserunner may only advance on a caught fly ball once they tag-up.

3.7.6.2 A Baserunner must remain on their starting base until a Defender touches (not catches) a fly ball.

3.7.6.3 A Baserunner who does not return to their starting base when a fly ball is caught will be called out if the Defending team tags the runner with the ball or tags the starting base the runner occupies.

3.7.7 Pitcher Obtains Possession of Ball

3.7.7.1 The ball is dead and the play is over once the pitcher or another fielder has the ball on the pitcher's mound within a 10 foot radius,

3.7.7.1.1 Any baserunner more than halfway to the next base is allowed to advance.

3.7.7.1.2 Any baserunner halfway or less to the next base is allowed to return to the previous base safely

4.0 Sponsor Bar

4.01 Bringing in outside alcohol is not permitted under any circumstances! If a player is caught we will not defend you from the bar employees and could result in Turkey's Nest taking their own action against you.