



KC Crew Kickball Rules

I. Sportsmanship: KC Crew, LLC ("KCC") is dedicated to provide a safe and fun sporting environment. All participants should keep this in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. Any behavior deemed unacceptable by the KCC staff may result in suspension and/or ejection from a game or the league. Each game will have at least 1 paid official. Abuse of officials, referees, opposing players and other KCC staff will not be tolerated. KCC will not tolerate fighting! Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season. Any behavior deemed unacceptable by KCC staff may result in a game suspension and/or ejection from the league.

ABSOLUTELY NO GLASS ALLOWED. Drinks must either be in cups, plastic bottles, or in koozies.

- If a player touches another player physically, inappropriately or with intent to harm, despite who may be "right or wrong", they will be immediately ejected from the game.
- On their second offense they will be removed from the season with no refund.
- On a third offense they will be removed from the season with no refund and banned from the league.

***Remember, this is for fun. No one is going to become a professional by playing in our leagues. Anyone exuding douchebaggery, rudeness or overwhelming ignorance will be ejected and possibly removed from the league as these actions eliminate fun for everyone else.

II. Field of Play

1. In general, baseball rules apply to KC Crew kickball rules. If questions arise during the season, KC Crew will augment the rules and repost modified rules
2. All games will be played on softball diamonds or open fields with bases approximately sixty (60) feet apart
3. Cones or chalk/spray paint lines will be placed to mark foul lines, bases and encroachments/bunting lines
4. The pitching rubber is 40 feet from home plate along the home/second base diagonal
5. All players must sign a waiver before being eligible to play, this includes subs
6. The defensive diamond/encroachment line, in which no defensive player may enter until a ball is kicked, is a straight line from 1st base to 3rd base crossing the pitcher's rubber
7. The bunt line, in which the ball must pass to not be a bunt, is created by measuring 45 feet from home plate along each the foul line and drawing a line to connect them
8. An 8 foot circle will be spray painted around the pitchers mound

III. Equipment

1. 10-Inch rubber kickball
2. Metal spikes/cleats are not allowed at anytime. Players found to be using metal cleats will be ejected for the current game
3. Rubber cleats are allowed in any capacity. No metal cleats.
4. Balls and bases will be provided by KC Crew, LLC



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IV. Teams/Substitutions

1. A maximum of ten (10) players can be on the field for the fielding team
2. **Conventional Kickball Leagues:**
 1. Minimum of 5 females required
 2. No more than 5 males may play in the field
3. **No Bunt Kickball Leagues:**
 1. Minimum of 2 females required
 2. No more than 8 males can play in the field
4. Teams must have at least eight (8) players to begin and not forfeit
 1. For CoEd Leagues, a team must have at least 3 females
 2. For No Bunt leagues, a team must have at least 1 female
5. If a team does not have the minimum number of player at game time, they will have 10 minutes to have the minimum or they will be forced to forfeit unless the opposing team agrees to play
6. 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
7. Each team is allowed unlimited substitutions between innings
8. Substitutes
 1. Subs may be used at any time in the regular season. An individual person may only sub twice per season.
 1. If your full registered and paid roster is at the game, no subs are allowed
 2. Subs must be predetermined before league games begin that night. No cherry-picking players when you show up to your game. If a team is caught doing this, they will forfeit the game.
 3. Substitutes are not allowed in any playoff or tournament games unless cleared beforehand with KC Crew and they have to sign the [sub waiver](#) prior to playing
9. Batting Order
 1. CoEd Leagues: The batting order must be guy-girl-guy-girl-etc. Two (2) men may NOT bat consecutively at any time during the game.
 1. If there are different numbers of guys and girls, it is best to treat it like two different lineups
 1. A female list and a male list, and just alternate back and forth. Yes, the lineups will become staggered as the game continues if you have uneven numbers of females and males.
 2. No Bunt Leagues: The batting order must be the same for the whole game. The female players may be placed anywhere in the lineup that you choose.
 1. No pinch hitters except due to injury
 2. The substituted/injured player may not return to the game
10. All players that are present and on the roster must kick unless a player is injured
11. Not all players have to play in the field



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V. Game Duration

1. Games are to be started no later than 10 minutes after the scheduled start time
2. Games will be seven innings or 50 minutes, whichever comes first
3. Time Limit: a new full inning cannot be started after the 45th minute
 1. The clock starts on the 1st pitch of the game
4. Once four full innings have been completed, the game is considered official
5. The umpire shall announce the final inning to be played on/around 10 minutes remaining in the game. This announcement may be made during what turns out to be the final inning of play if it is running long.
6. The losing team may choose to end the game if down 10 runs or more after 4 innings of play
7. If after 7 innings or 45 minutes a regular-season game is tied, there will be extra innings
8. In extra innings, the teams will come up to kick with a runner on second and ZERO outs. Each team will have an opportunity.
 1. The last kicker in the previous inning will start on 2nd base in extra innings
9. In playoffs or tournaments games tied after 7 innings or 50 minutes, it will go into extra innings

VI. Cup-In-Hand

1. All active players (all defensive fielders and offensive kickers/runners) MUST have liquid (ANY liquid allowed including water) in their cups
2. If a fielder makes a catch/gets the offensive player out in any way BUT drops the cup – that offensive player is SAFE
3. A fielder CANNOT place their cup in their mouth/arm/pit/etc. or set/drop their cup to make a play (if this happens, the play is dead and the offensive player is safe/given the next base)
4. If a runner's drop their cup, then the runner is OUT
5. Teams MUST have a designated refill person ready to refill teammates cups – keeps pace of the game
6. If the KC Crew umpire deems a player TOO UNRULY, they can tell the player to continue with WATER ONLY.
7. NO BUNTING in Cup-in-Hand Leagues
8. NO TAGGING UP or ADVANCING on caught fly balls in Cup-in-Hand Leagues
9. Mandatory CHEERS after the game with the opposing team (instead of post-game as handshake).

VII. The Start of Play

1. Team captains will play a game of paper, rock, scissors to determine who is home and who is away
2. In the playoffs, the higher-seeded team is ALWAYS the home team

VIII. In Play/ Out of Play

1. Boundaries are defined as the fence line or will be marked by cones/chalk lines



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2. If a foul ball goes beyond the understood playable distance, the ball is "Out of Play" and that ball is dead
3. Please be careful of balls going out into street or parking lot areas and watch for trees at unfenced locations
4. Fair vs Foul
 1. Where the ball lands
 1. If the ball lands inside the foul line or on the foul line, it is a fair ball
 2. If the ball lands outside the foul line, it is foul
 2. Where the ball is when the fielder makes contact
 1. If a fielder makes contact with the ball while it is inside the foul line or on/even with the foul line, it is a fair ball
 2. If a fielder makes contact with the ball while it is outside the foul line, it is a foul ball
 3. Does not matter where the fielder's feet are, it is where the ball is
5. A foul ball that is caught counts as an out and any base runners may advance at their own risk after tagging up
 1. This includes foul balls that are kicked in front of home plate but stay within the foul lines
6. If a ball is thrown or kicked from the outfield and the ball goes out of bounds, the play is still live unless the ball goes over the fence then the ball is out of play. The runners advance to the next base.
7. If a fielder intentionally kicks the ball over the fence or out of play, the result is a home run
8. If a ball hits foul then comes back fair before crossing 1st or 3rd base, it is considered fair
9. After 4 foul balls in a row, the kicker is out and the play is dead

IV. Scoring

1. Games are won by a one-run advantage
2. The umpire prior to each inning should announce the inning and score as they have it recorded
3. Runs are scored when a player has contacted first base, second base, third base and home plate prior to 3 outs
4. A forced 3rd out always supersedes a fast base runner from third base who may have crossed the plate prior to the forced third out made at another base
 1. A force-out is a putout during which a runner who is being forced to advance is tagged out, or is put out by a fielder who holds the ball while touching the base toward which the forced runner is advancing
5. All runs will be called at the umpire's discretion
6. For the first 3 innings, there is a 10-run cap. Starting with the 4th inning, there is no cap
7. Seeding for any tournament is based on overall record first
8. Standings tiebreakers are as follows: head to head if applicable, runs against, runs for and then the team who signed up for the league first

X. Pitching and Catching

1. Umpires will only call balls and strikes when the game requires it to keep the game moving



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1. If the batter is letting too many strikes pass
2. If the pitcher is throwing too many balls
3. A pitch that is not bouncing rolls across home plate and is rolled at a reasonable speed (as determined by the home plate umpire) is considered a strike
4. Umpires should use their discretion to make sure that every kicker gets the chance to kick a ball of their liking, but if a kicker is letting kickable pitches go by, strikes should be called
5. Kickers may strike out on a pitch that the head umpire calls a 4th strike
2. Kickers may not be walked. However, if an umpire thinks that a pitcher is intentionally rolling poor pitches, he may encourage the pitcher to pitch a kickable ball
3. In very extreme circumstances, an umpire may ask another player on the field to pitch
4. In absurd circumstances, the head umpire may disqualify the pitcher
5. A legal pitch must begin within a step to either side of the pitcher's strip
6. Catchers may not interfere in any way with the kicker's attempt to kick a pitch
7. Catchers must be positioned behind the front face of home plate, and at least three feet to either side of home plate. Catchers may not position any part of their body across the vertical planes of the catcher's box during a pitch
8. Catchers must remain stationary from when the pitch is rolled to when the ball is kicked
9. Catchers must yield to a runner on his/her way to first base. If a catcher makes contact with a runner on the way to first base, intentionally or accidentally, the runner will be considered safe at first base, regardless of the play made on the field. The play is dead once interference is called by the umpire.
10. If a ball from another field comes into your field don't touch the ball unless it is in way of your play or running path

XI. Batting/Kicking

1. Foul balls are considered strikes and batters can strike out on foul ball on the fourth strike
2. When the ball is kicked, the entire ball must cross the front of home plate before it is kicked
3. If a kicker kicks the ball in front of home plate, the umpire shall call foul ball immediately
4. The kicker may not advance but if the ball is caught it is live and any runners on base may tag up
5. Any ball kicked twice will be called as a double-kick and considered a foul ball
6. Conventional League Bunting:
 1. Bunting is allowed by male and female players
 2. if a ball comes to a stop or is touched by a fielder before it crosses the bunt line, it is a bunt
 3. If a ball crosses the bunt line before it comes to a stop or is touched by a fielder, it is not a bunt
 4. Each team will have six (6) bunts per game that the umpire will keep track of
 1. If a team bunts after using all 6 of their allotted bunts, the batter is out, runners cannot advance and the play is dead
7. No Bunt League Bunting:



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1. No bunting... get it
2. A bunt is defined by any kick that does not go foul and does not cross the bunt line.
 1. The defense should still field it to try and force a bunt
3. Any bunts will result in an out
8. If a ball is picked up in the bunting area and it results in an out, the play is live and the runners may advance
9. Attempting to kick the ball and missing is considered a strike. Four (4) strikes will result in an out

XII. Base Running

1. The umpire will call "time" when the pitcher has full possession of the ball within the pitcher's circle. It can only be the pitcher in the circle that forces the base runners to hold at their bases.
2. No stealing - runners must wait until the pitch is kicked before leaving the base
 1. Teams will be given a warning and then will be called out on following offenses
3. Runners must stay within a natural base path (two steps on either side of the base) or they will be called out
4. Fielders impeding with the runners' path results in being awarded the base unless it's an attempt on the ball or play
5. Runners intentionally knocking the ball out of a fielder's hands will result in the runner being called out
6. Runners intentionally running through a fielder/catcher will result in an out
7. If there is a collision at first base between the 1st basemen and the runner:
 1. The runner will automatically be out if they do not use the safety base and the 1st basemen is using their respective base
 2. The runner will automatically be safe if they do use the safety base and the 1st basemen interferes with their path
8. Any ball thrown inside the field of play shall be considered live and base runners may advance
9. A base runner may tag-up – The runner can leave their base as soon as a fly ball is touched (caught or dropped) or if off the base, the runner must go back and touch the base after the fly ball is touched before advancing
10. Failure to properly tag-up shall result in a called out
11. Pinch Runners are only allowed if the player is injured and will not be playing in the field following that at-bat
 1. Pinch-runner is to be the last player of the same sex to get out
12. Injured players that cannot bat are not allowed a pinch batter and are not allowed back into the game once they miss 2 turns due to an injury. Meaning they cannot play in any defensive position on the field. If this causes the team to fall below the minimum players the umpire and other team will decide to continue or end the game.
13. If any offensive runner passes a teammate that is running the bases ahead of them, the "passer" is out
14. There is NO infield fly rule. Intentionally dropping constitutes a dead ball and the kicker is safe at first, anyone else on base will be called safe too. This will be at the umpire's discretion.



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15. Balls thrown at the base runner must be below the head
16. Any headshot incurred while the runner is in an upright running position results in advancement to the base they were running to and the play is dead for player safety
 1. If there are other base runners, they shall return or advance to whichever base they are closest to
17. If a runner slides, jumps or ducks, this does not count as a head shot
18. Any offensive player making contact with the ball in fair territory after a kick is considered out.
19. If the kicker or base runner is in foul territory, when struck by the ball, it is a foul ball
20. Intentionally kicking the ball while running is a dead ball and the player who kicked the ball will be called out
21. Fielders are not allowed to cross the encroachment line until the kicker makes contact with the ball
22. If encroachment is called, the umpire may choose to let the play continue if the runner gains an advantage despite of the encroachment.
23. Runners are allowed to over-run 1st base only
 1. To return to base safely, runners are reminded to
 2. Turn to the right
 3. Remain in foul territory
 4. Not fake or appear to make any move toward 2nd base.
 5. Runners that over-run first will be in play and eligible to be tagged out if they intentionally make any move or fake towards 2nd base
24. If running through 1st base, the runner must stay in foul territory and tag the orange base. The fielder must stay in fair territory and tag the white base.
25. If the pitcher catches the ball within the circle and the runner is less than halfway between bases, they must return to the previous base. If they are more than halfway then they advance to the next base.
26. If a ball is picked up in the bunting area and it results in an out, the play is live and the runners may advance

XIII. Rainouts/Snowouts

1. The final decision is typically made by 4pm
2. You will be notified by email, the website and schedule will also be updated as soon as the decision is made
3. If more than one rainout/snowout occurs KCC will try to find another week if possible but we cannot guarantee it

XIV. Forfeits

1. Teams have until 10 minutes past the designated start time to field the minimum requirement
2. If a team doesn't show in time, a win will be recorded to the team present with the score being an average of runs/points for the past weeks or the maximum sets/games to 0 depending on the sport.



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3. If both teams agree to play without the minimum or more than maximum required, KCC Officials must be made aware.
4. KCC Officials will make every effort to complete a forfeited game with a mixed set of remaining players.
5. **If your team is going to forfeit a game, call our office (816-812-1829) or email leagues@kccrew.com to help us schedule your opponent a game. We try to find a replacement team to fill in for any forfeits**
 1. **First Offense** - Loss of game and warning issued
 2. **Second Offense** - Loss of game and KCC reserves the right to remove team from playoffs
 3. **Final Offense** - Loss of game and removal from the league with no refund

XV. Standings

1. Standings are sorted by following:
 1. Win percentage
 2. Head to head if applicable
 3. Runs against
 4. Runs for
 5. Team who registered first

XVI. End of Season Tournament

1. Rosters are checked by KCC umpires
2. A mercy rule will be implemented for the tournament:
 1. 10 runs after 4 innings
 2. 15 runs after 3 innings
3. The top teams in each league make the tournament on the final week
4. Teams are not allowed to have subs during the tournament
5. **Tournament Format:**
 1. A tournament will be played on the final week on the same day the league is scheduled
 2. The top teams in each league qualify for the tournament
 1. This varies from league to league depending on the amount of teams and field space available
 3. The tournament will be played out all in one night
 - 4.