

MUSA Twin Cities

Minnesota Division of the
Midwestern Unconventional Sports Association



The Evolution of Immaturity™

2023 Outdoor Kickball Rules



Kick.



Run.



Rinse.

(Repeat)

www.musasports.com

I. Field/Equipment/Misc.

- Team Captains and all players should refer to the MUSA Twin Cities Code of Conduct, which is agreed to upon registration of each team.
- MUSA will furnish umpires for regular season games. The umpire's word is final and not to be disputed unless a blatant contradiction to the official rules. MUSA Field Monitors may eject players for unsportsmanlike behavior. Any occurrences which are not covered in the rules shall be settled by the Field Monitor and noted for later rules updates.
- MUSA Field Monitors will be at all games with equipment, and available to address any issues.
- All games shall be played on softball-sized diamonds. All games shall be played with an 8.5-inch ball. The ball will be supplied by MUSA to the Field Monitor.
- Metal spikes are not allowed
- Players will remember we are all out here for fun.

II. Participation and Eligibility

- Rosters may hold an unlimited number of people. All players must be 18 years or older.
- A maximum of ten players can be on the field, with a minimum of seven players. A catcher is not necessary for teams with eight or fewer players. A team down by 10 runs or more may bring on an 11th player (if available) for the duration of the spread of the score remaining 10 or more runs.
- Teams may have a maximum of six players of a single gender identity. If a team does not have at least four players identifying as one gender in a particular game, a "ghost" player shall be written

into the batting order and represents an automatic out for each player under the minimum. A team having ten players that does not have the required ratio of players must play short on the field by the number of missing players. Teams must have at least two players of each gender or forfeit completely (unless the opposing team captain allows for subs).

- Subs may be used only to increase the team to the maximum of 10 players, so long as the opposing team does not object.
- Teams with fewer than seven players shall have a ten-minute grace period before a forfeit is declared.
- Rostered players that arrive to a game late may enter the field at the top of the next defensive inning. They may be added to the bottom of the kicking lineup.

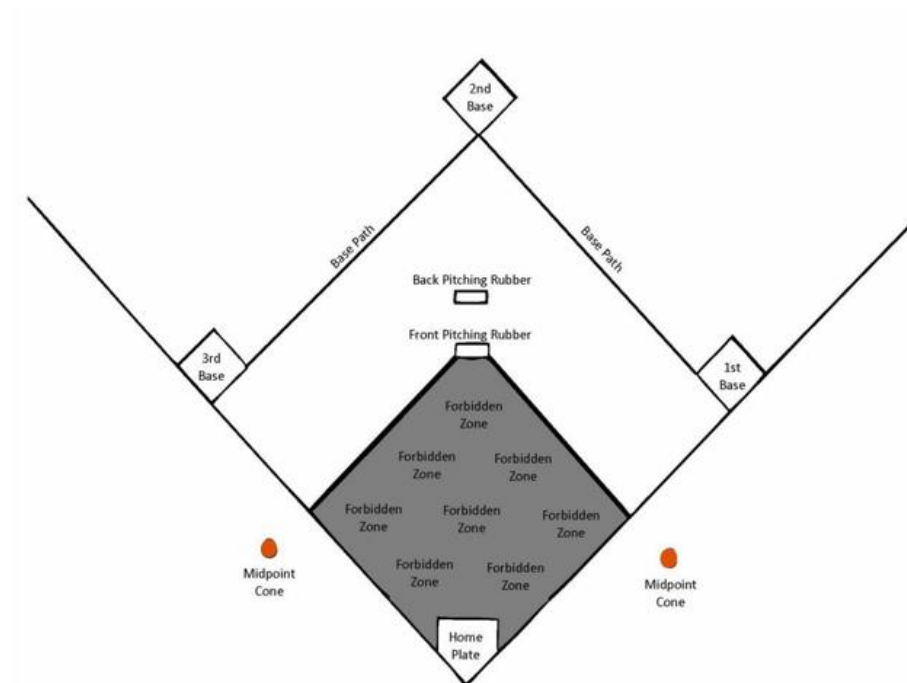
III. Regulation Games

- A regulation game shall consist of 9 innings or a time limit of 55 minutes. If a game starts late, it shall be played until 5 minutes before the next game's starting time.
- The "away" team kicks first.
- The home and away teams are determined by rock, paper, scissors with the winner of the best two out of three choosing.
- The Field Monitor may call a game due to time if an inning may not reasonably be completed before the 55-minute time limit.
- A game is considered official once 5 full innings have been completed.
- Regular season games may end in ties. If time permits, Field Monitors may grant additional innings if captains agree to play them. The winner shall be determined by whoever wins the next full inning. Both teams get at-kicks. In playoff situations, each team shall play short one additional fielder for each inning beyond 9 in alternating gender identity order. For example, a team in the 12th inning would take two "male" players and one "female" off the field. These players still kick in their respective slot.
- Called games shall be played at a future date agreeable to both team captains at a site to be agreed upon. MUSA will reschedule games whenever possible. Any games not replayed shall be counted as a 0 - 0 tie in the standings.
- No timeouts are allowed during the middle of an inning. Players are to play at a continuous pace and avoid unnecessary delays in pitching, to be monitored at the umpire and/or Field Monitor's discretion.

IV. Pitching/Fielding

- A legal pitch must be underhand with the top of the ball no higher than the bottom of the knee of the kicker upon crossing home plate (sidearm or overhand pitching is not allowed). Anything higher over the plate is a ball. If a pitch is not rolling, it must bounce at least three times before crossing the front plane of home to be a strike.

- Pitches will be thrown in at a reasonable rate. Fast pitches and curveballs are not allowed. Pitch speed is monitored at the sole discretion of the umpire and/or Field Monitor.
- Any pitch deemed by the ump or Field Monitor to be too fast or with curve will result in a warning to the pitcher and a called ball. Continued infractions will result in replacing the pitcher. Umps in doubt of as to what is an allowable pitch should consult the MUSA Field Monitor on duty for assistance.
- The pitcher must pitch from the back rubber, with a foot starting and remaining on or near the rubber through the act of pitching (running up to the rubber is not allowed).
- Once the ball is pitched, the pitcher may move only laterally until the ball is kicked.
- The catcher must give the kicker ample room to kick (5 feet from either side of the plate). The catcher may not break the plane of the front of home plate until the ball is kicked and may not interfere with the kicker. They also cannot run up with the kicker as they are kicking (must stay in place and out of the kickers path to the ball). An infraction will result in a called ball.
- For all kickers, fielders may not encroach past the Forbidden Zone (see image below) until the ball is kicked. The Forbidden Zone is defined as the midpoint from home to 1st and 3rd baselines (to be marked with cones) and said midpoints to the pitcher's mound (see below diagram). The pitcher may move only laterally after the pitch until the ball is kicked. Once the ball is kicked all fielders may approach the ball without restriction.



- Encroachment into the Forbidden Zone or past the baseline restriction results in no play and a called ball.
- Any ball that is kicked into foul territory shall also be considered a strike. Two strikes of any kind as defined above will result in an out.

- A ball shall be called on anything that does not pass over home plate. Three called balls shall result in the kickball being placed on a tee within two feet from either side of home plate and behind the front plane of home plate. If the player kicks the ball foul off the tee, they are automatically out. Infield players cannot advance until the ball is kicked. Pitchers who repeatedly pitch for the tee may be replaced at the discretion of the Field Monitor.
- The batting team has three outs per inning. The following result in an out being called:
 1. two strikes
 2. a ball caught on the fly
 3. base runner is forced out
 4. base runner is hit with the ball
 5. see ghost batter rule above
- As even the most innocent looking pop-ups are potential hits in kickball, there is no infield fly rule. Due to some abuses of this in the past, there will be a “No Cheese” rule for situations where a fielder is judged to have intentionally allowed the ball to drop to turn a double play. As this is contrary to the fair sportsmanship MUSA promotes, the tactic will be deemed “Cheesy” and runner and batter are both safe.
- A foul ball that is caught counts as an out, but is a dead play, meaning runners may not advance.
- If a ball is touched in fair territory, it is fair, regardless of other factors, such as foot placement of the fielder. A foul ball is defined as a ball that settles or is touched on or over foul territory.
- One base is awarded on an overthrow. An overthrow is any ball that travels out-of-play. Field Monitors will define the out-of-play boundaries on each field. If a player is past the halfway point to the next base, they are awarded the base they are on the way to plus one. Umpires will determine where the base runner was at the moment of overthrow. A ball thrown past the base that remains in the set boundaries remains a live ball and runners may advance at their own peril.
- Any thrown or kicked ball out of play by a fielder deemed intentional remains a live ball.
- Teams may only rotate in a new catcher once per inning. Once the catcher switches with the initial catcher, they must remain there for the remainder of the inning and cannot switch back.
- If all base runners’ progress has been significantly slowed or stopped while any defender has possession of the ball at the baselines, it is dead-ball situation and time is understood. Runners will be asked to go back to the base they were previously at if the dead-ball happened before they continued to the next base. If fielders make a play on runners however, play continues.
- Fielders deemed to be *intentionally* impeding the runners’ path to the base shall result in the runner being awarded the base.
- Encroachment into the Forbidden Zone or past the baseline restriction results in a no play with a called ball.

V. Kicking/Base Running

- Teams must kick in a written kicking order, to be exchanged with the opposing team prior to the beginning of the game.

- The kicker must kick the ball behind the plane of home plate. This means the kickers planted foot must be behind the front edge of home plate or the plane of home plate.
- Kicking the ball before the plate is a strike. The result of a kick over the plate is a dead ball (no out on the fly, etc.).
- Bunting is allowed. Bunting may not be executed by a team that is up by 10 or more runs. The result of an illegal bunt will be an out.
- Runners must stay in the base path. Any runner deviating from the base path shall be called out.
- Players on defense have the right to make a play on the ball. Runners who interfere with a defensive player making a play on the ball shall be called out.
- Leading off and stealing are not allowed. Leading off/leaving early will result in a dead-ball and a strike given to the kicker.
- Sliding is legal. Players should do so with caution while keeping fielders and themselves in mind.
- Runners may advance upon first touch of a fly ball by the defense regardless of outcome as a catch or not. If a runner leaves before that first touch and the ball is caught, the baserunner will be called out if the fielder returns the ball back to the base the runner left from, or tags said runner with the ball before the runner can return to the base.
- Balls thrown at the baserunner must not be above the shoulders (no head shots). Any head shot incurred while the runner is in an upright running position results in advancement to the base they were running to. Any intentional hitting of the ball with the head by a runner will result in an out. A head shot results in a dead ball, meaning runners may no longer advance unless more than halfway to the next base which they are then awarded.
- If a ball hits the kicker or base runner in fair territory after being struck, said person shall be called out. Intentionally kicking or striking the ball away to gain an advantage for other base runners shall result in a dead ball.
- If a ball hits the kicker in foul territory immediately after being kicked and before it is touched by a fielder, the play is blown dead, and a strike is given to the kicker.
- Pinch runners are allowed for injured players only. Injured players must reach a base before a pinch runner is awarded. Pinch runners may only enter the game between plays, never during. The runner will be the last out of the same gender identity.
- Runs crossing the home plate before a third out made by touching the base do not count. **Runs that cross the home plate before a tag out or a ball thrown at a runner for an out do count, however.**
- Each team may have one base coach at first base and one base coach at third base.

VI. Standings

- Seeding for the End-of-season Tournament Selection Show is based on win percentage. Tie breakers are as follows: head-to-head, runs against, runs scored, coin toss.

Scores and standing are updated typically within 48 hours and are located at www.musasports.com