

# MUSA MN

Minnesota Division of the  
Midwestern Unconventional Sports Association



**The Evolution of Immaturity™**

**2017 Outdoor Kickball Rules**



Kick.



Run.



Rinse.

(Repeat)

## **I. Field/Equipment/Misc.**

- All games shall be played on softball sized diamonds. All games shall be played with an 8.5 inch ball.
- Metal spikes are not allowed.
- MUSA Field Monitors will be at all games with equipment and to address any issues.
- MUSA will furnish umpires for regular season games. The umpires 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.
- 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 ten runs or more may bring on an 11th player for the duration of the spread of the score remaining ten or more runs.
- Teams must have a minimum of four players of each gender. If a team does not have four females/males for a particular game, a “ghost” player shall be written into the batting order and represents an automatic out for each female/male under the minimum. A team having ten players that is missing a required male/female player must play short on the field by the number of missing players male or female. You must have at least two players of each gender or forfeit completely (unless opposing team captain allows for subs).
- Teams with fewer than seven players shall have a ten minute grace period before a forfeit is declared.  
**Subs may be used at any time so long as the opposing team does not object!!**
- Subs may be used only to increase the team to the maximum of ten players.

## **III. Regulation games**

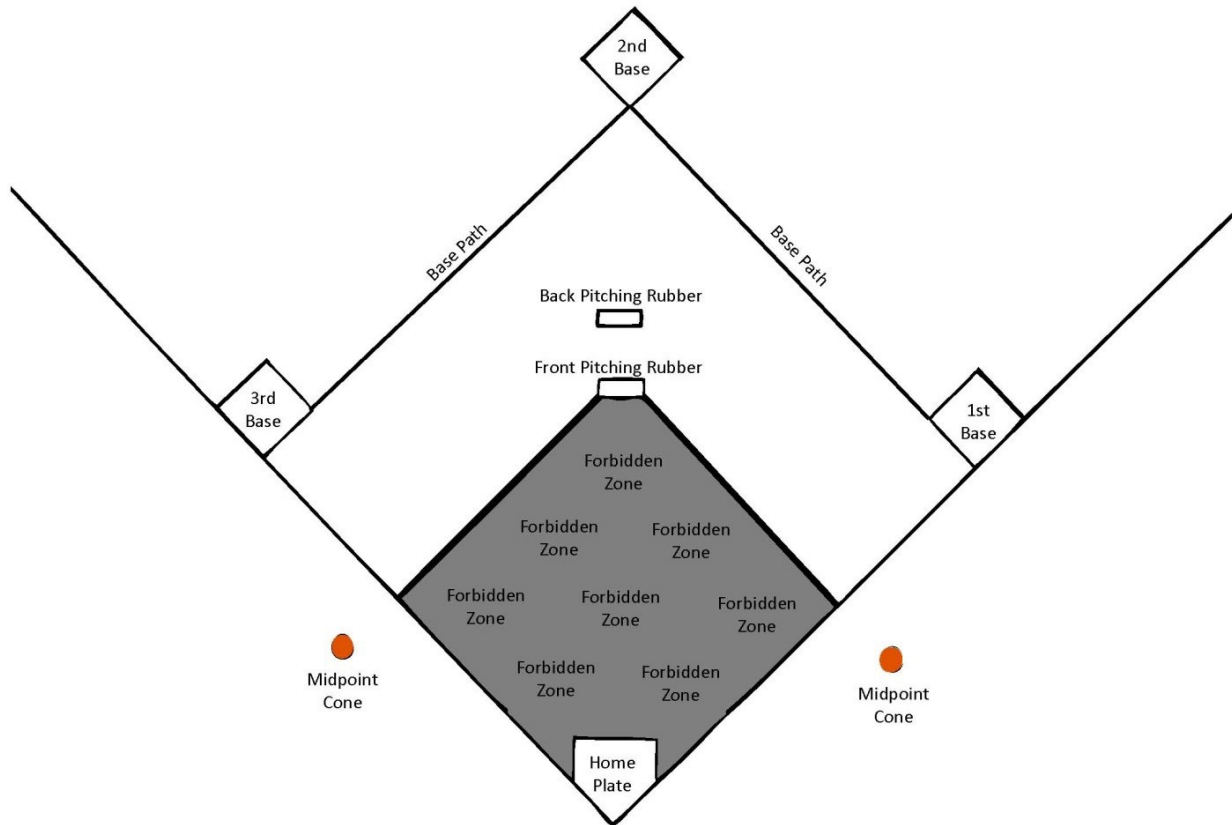
- A regulation game shall consist of 9 innings or a time limit of 55 minutes. If a game starts late, it shall be played until five minutes before the next games starting time.
- The “away” team kicks first.

- Home and away team is determined by rock, paper, and scissors with the best of 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 five 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 nine in male, female, male, female order. For example, a team in the 12th inning must take two male players and one female off the field. These players shall 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 postponed games whenever possible. Any games not replayed shall be counted as a 0 --- 0 tie in the standings.

#### **IV. . Pitching/Fielding**

- A legal pitch must be underhand with the top of the ball no higher than knee level 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 a civil manner at a reasonable rate. Fast pitch and curveballs are not allowed. Any pitch deemed by the ump or field monitor to be out the context of a casual pitch (fast or with curve) will result in a warning to the pitcher and a called ball. The next infraction 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 (running up to the rubber is not allowed). The pitcher's foot must remain on or behind the back rubber while in the act of pitching.
- Once the ball is pitched the pitcher may advance no further than the first rubber or six feet from the back rubber, depending on the field. Lateral movement is tolerated staying even with the midpoint cones on the base paths.
- The catcher must give the kicker ample room to kick (five 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 female kickers, fielders may not encroach past the 1st to 2nd and 2nd to 3rd base paths until the ball is kicked. For male kickers, fielders may encroach up to the boundary of the Forbidden Zone, as 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 still advance to the first pitching rubber or six feet as previously discussed.



- Encroachment into the Forbidden Zone or past the baseline restriction results in a no play with 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 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. An out results due to the following:

- two strikes
- a ball caught on the fly
- base runner is forced out
- base runner is hit with ball while not on base
- 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 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, he/she must remain there for the remainder of the inning and cannot switch back.

- If all base runners’ progress has been stopped while any defender has possession of the ball inside the baselines it is dead-ball situation. 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.

## **V. Kicking/Base Running**

- Teams must kick in a written kicking order.

- The kicker must kick the ball behind the plane of home plate. This means the kicker’s planted foot must be behind the front edge of home plate or the plane of home plate.

- Kicking the ball before it reaches home 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. Fielders intentionally impeding the runners' path to the base shall result in the runner being awarded the base.
- 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. Please do so with caution while keeping fielders and yourself 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 base-runner 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 base-runner must not be above the shoulders. 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 half way 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 in order to gain an advantage to other base runners shall result in a dead ball.
- If a ball hits the kicker in the 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 (double kick).
- 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.
- 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 base coaches at first and third bases.

## VI. Standings

- Seeding for the tournament is based on win percentage. Tie breakers are as follows: head to head, runs against, runs scored, coin toss.
- Scores and standings are updated typically the next day at [www.musasports.com](http://www.musasports.com).