

Kickball Without Borders 2010



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

Official Rules of the Engineers Without Borders Kickball

1.00 Objectives of the Game

1.01

Kickball is a game between two teams of at least 8 players each, played on a field in accordance with these rules, under the jurisdiction of one or more umpires.

1.02

The objective of each team is to win by scoring more runs than the opponent.

1.03

The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

1.04

The ball shall be a Baden, 10-inch, red playground ball. Engineers Without Borders (EWB) is responsible for providing bases, balls, and cones.

1.05

A maximum of 10 players from one team may be on the field at any given point. Each team must defensively field at least 4 men and 4 women. All players on the roster must be in the kicking order.



1.06

Teams that have at least 9 players must field a catcher.

1.07

Players may not wear shoes with any metal on or in them whatsoever. This includes steel toe boots. If a player is unclear as to whether his footwear is legal he/she is encouraged to consult with the umpire before the game.

2.00 Definition of Terms

A **BALL** is a pitch that is deemed to be too bouncy or fast by the umpires, does not pass through the strike zone, and is not kicked at by the kicker.

A **BASE** is one of four points which must be touched by a runner in order to score a run; more usually applied to the bags or rubber plates which mark the base points.

A **BUNT** is a kicked ball not fully swung at, but intentionally tapped slowly within the infield. Only women are allowed to bunt. For any bunt by a women that results in a play, there will be a **fine of \$1**. There is no limit on the number of bunts in a game. No munting. See **MUNT**. An intentional or unintentional bunt by a man will result in a foul ball and a **fine of \$1**. **THERE WILL BE NO BUNTING IN CHAMPIONSHIP GAME.**

A **CALLED GAME** is one in which, for any reason, the head umpire terminates play.

A **CATCH** is the act of a fielder in getting secure possession in his hand of a ball in flight and firmly holding it. A catch is legal if the ball is finally held by any fielder, even though juggled, touched or held by another fielder before it touches the ground (See **OOP**). Runners may leave their bases the instant the first fielder touches the ball.



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

A **DO-OVER** may be called three times per game per team, but only if the team calling the do-over **donates \$10** to the appropriate EWB official. A do-over resets the entire play back to the pitch, and the count remains what it was before the play in question. In the event that a Do-Over is called, the opposing team may **donate \$15** to nullify the Do-Over. The team calling for a Do-Over **still must pay \$10**. There is a limit of three Do-Overs per game per team. Nullifying a Do-Over does not count against the three Do-over limit per team.

ENCROACHMENT - See Rules 5.04 and 5.05 below.

A **FAIR BALL** is a kicked ball that settles on fair ground, or that first falls on fair territory on or beyond first or third base, or that, while over fair territory, passes out of the playing field in flight (home run). If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair ball.

FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the cones or natural barrier determining the back limit of the outfield and perpendicularly upwards. All foul lines are in fair territory.

A **FLY BALL** is a kicked ball that goes high in the air in flight.

A **FORCE PLAY** is a play in which a runner legally loses his right to occupy a base by reason of the kicker becoming a runner.

A **FORCE TAG** is when the runner is tagged with the ball before reaching the base to which s/he is forced to run. It is considered a force out.

A **FORFEITED GAME** is a game declared ended by the umpire in chief in favor of the offended team by the score of 5 to 0.



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

A **FOUL BALL** is a kicked ball that settles on foul territory before reaching first or third base, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground, or a ball kicked above the knee, or a kick in which the kicker's plant foot crosses the front of the plate, or a ball kicked twice in foul territory.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the cones or natural barrier determining the back limit of the outfield and perpendicularly upwards.

A **GROUND RULE DOUBLE** is a play in which each runner including the kicker runner may, without liability to be put out, advance two bases, if a fair ball becomes entangled in a predetermined obstruction in the playing field.

The **HOME TEAM** fields first. The home team shall be designated by mutual agreement (Rochambeaux, a.k.a rock paper scissors) before the start of the game by the head umpire and one representative from each team. **Alternatively, the teams can bid on the right to be the home team.** The bidding must be observed by an umpire, and the agreed upon tender must be given to the appropriate EWB official.

An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. Each team's time kicking is a half inning.

INTERFERENCE is an act by the kicking team which interferes with, obstructs, impedes, or hinders any fielder attempting to make a play, either during a live play or after the kicker/runner has been declared out. If the umpire declares interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

A **MUNT** is a bunt by a male kicker.

OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball.



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

An **OOP** is a legal catch where the ball is finally held by any fielder, even though juggled, touched or held by another fielder before it touches the ground. See **CATCH**.

An **OUT** is one of the three required retirements of an offensive team during its time kicking. An out may be any caught ball except a foul ball that has first touched an inanimate object; a runner not touching a base who is touched with the ball, unless hit in the head with a ball while standing upright; a fielder who is in possession of the ball touching a base to which a runner is forced to run; a double-kicked ball where the second touch occurs in fair territory; a runner who passes another runner before the preceding runner is out; a runner who intentionally interferes with a defensive play; a runner who leaves the baseline in order to avoid being touched with the ball.

An **OVERTHROW** is a ball thrown or kicked out of the infield into foul territory. A runner may only advance one base on an overthrow.

The **PERSON** of a player or an umpire is any part of his or her body, clothing or equipment.

A **PINCH KICKER** can be used at any time, provided the the kicker is of the same sex and is not one of the next 5 players due to kick. A **\$5 donation** must be made to EWB. The donation should be given to the appropriate EWB official.

A **PINCH RUNNER** can only be used for a runner that is injured while reaching base, and must be the last available player of the same gender in the lineup. Alternatively a **donation of \$5** can be made to choose any pinch runner. At any point during game play, a **donation of \$5** can be made to use a pinch runner. The pinch runner must be one of the donating team's players that is the same sex as the original kicker and not one of the next 5 players due to kick. The donation must be given to the appropriate EWB official.

The **PITCHING MOUND** – A ten-foot radius extending from the center of the pitching cones.

A **RED CARD** is an immediate ejection of a player from a game by an umpire for crude actions not befitting the noble sport of kickball, or for wanton disregard of the rules. A player who has received a red card will not be allowed to play in the remaining portion of the game and must pay a **minimum fine of \$10** to the appropriate EWB official. Two yellow cards in one game are equivalent to one red card. See **YELLOW CARD**.



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

A **REGULATION GAME** is one in which at least four innings have been played.

The **RUN DIFFERENTIAL** is the difference between the number of runs scored by opposing teams in a game. The winning team is awarded the positive result, while the losing team is awarded the negative result; however, no team may be awarded more than +/-10 points. The

RUN DIFFERENTIAL is computed for purposes of standings and seeding for the final tournament.

"**SAFE**" is a declaration by the umpire that a runner is entitled to the base for which s/he was trying.

The **STANDINGS** are determined by win/loss record. To compute end-of-round-robin standings, the win/loss record will be used. In the case of a tie, the result of any head-to-head matchups that occurred during the round robin will determine the higher ranking. If the teams remain tied, then the run differential will be used. If run differentials are equal, then the amount donated by the teams will determine the higher ranking. **If necessary, silent bidding for the right to play in the tournament will ensue.** The bidding must be observed by an umpire or EWB official, and the agreed upon tender must be given to the appropriate EWB official. For the three wild card entries, the same tiebreaker rules described above will be used. In the event that two possible wild card teams played within the same round-robin division, head to head match-ups will also be taken into account to determine the wild card entries.

A **STRIKE** is a pitch that either is kicked at by the kicker and is missed; or is not kicked at, if any part of the ball passes through any part of the strike zone and is not deemed too fast or bouncy by the umpire. A player may choose to kick at a fast or bouncy pitch at their own risk.

The **STRIKE ZONE** is two home plates wide and one foot above each plate. If any part of the ball crosses through this area, and has bounced at least twice before exiting the strike zone, it is a strike. The back of the strike zone is considered to be an imaginary line that connects the farthest back tip of the plates, extending to the outer most edge on the side of each plate.

A **TAG-UP** is the act of a runner in returning to a base as legally required.

Kickball Without Borders 2010



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

A **TRAP** is when a fielder stops a fly ball with a part of his/her body and the ground. A trap is not a catch.

A **WALK** is an award of first base granted to a kicker who, during one time kicking, receives three “balls.”

A **YELLOW CARD** is a warning given by an umpire to a player for actions not befitting the noble sport of kickball, or for wanton disregard of these rules. If a player receives a yellow card, a **\$5 donation** must be made to the appropriate EWB official. Two yellow cards in one game are equivalent to one red card. See **RED CARD**.

3.00 Game Preliminaries

3.01

Players are expected to be on time for their games. Field locations and schedule information will be available at registration.

3.02

A team must field at least 4 men and 4 women. If a team is short players, they may borrow from other available players in good standing, up to the minimum required to avoid forfeit. If children would like to have a turn to kick, they can do so at the beginning of an inning, and their turn will not effect the outcome of the game.

3.03

Once the game has begun, a team’s batting order cannot be changed. Late players maybe added to the end of the line-up.

3.04

A player may not be registered on two teams.

Kickball Without Borders 2010



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

3.05

Drinking and/or smoking are not allowed on the playing field.

4.00 Starting and Ending a Game

4.01

The players of the home team shall take the field, while the away team shall put up their first kicker to kick.

4.02

The batting order shall be followed throughout the game.

4.03

The offensive team may station two base coaches on the field during its turn kicking, one near first base and one near third base. The coach cannot interfere with the play in any manner, although they can drink.

4.04

HOW A TEAM SCORES. (a) 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. EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made (1) by the kicker runner before s/he touches first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because s/he failed to touch one of the bases.

4.05



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

A standard game consists of 7 innings of play, but may be shorter due to time, weather, or environmental constraints. An inning shall not be started after 55 minutes of play.

4.06

Tie games may stand in round robin play. The play-off games must end in a clear winner.

4.07

The game may be called off earlier in the case of forfeit or the umpire's discretion (lack of sun, inclement weather, etc.).

4.08

In the case of a called game, 4 innings of play must have been completed to count in standings.

4.09

A game may be forfeited to the opposing team when a team fails to produce the required number and gender of duly registered players by 5 minutes after scheduled start time or a team falls below the required minimum number/gender requirements due to the issue of a red card.

4.10

In the interests of mercy, no team shall be awarded more than 10 points for any game for the purposes of rankings, regardless of the final score, (e.g., a team that wins by 23 points will be awarded a 10 point run differential). A maximum of 10 runs can be scored per team, per inning. Any remaining outs will be forfeited.

4.11

Forfeited games will be counted as a 5-0 game, (+5/-5 points).

Kickball Without Borders 2010



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

5.00 Putting the ball in play.

5.01

At the time set for beginning the game the umpire shall call "Play Ball" at which time the pitcher shall pitch to the kicker.

5.02

The pitcher shall deliver the pitch to the kicker who may elect whether or not to attempt to kick the ball, as s/he chooses.

5.03

On fields without backstops, the kicker may not stand or kick behind the line of cones placed behind home plate.

5.04

No fielder may advance inside of the imaginary line between 1st base and 3rd base before the ball is kicked. If a fielder encroaches beyond this line before the ball is kicked, the kicker will have the option of either taking a called "ball," or the result of the play that takes place immediately following the encroachment. With the exception of the pitcher, the ball must be kicked in order for encroachment to occur. At least one of the pitchers feet must be behind the encroachment line, during his/her pitching motion. If the pitcher fails to do so the pitch will result in a ball after one warning.

5.05

The catcher must remain at least three feet behind the kicker, so far as the backstop will allow, until the moment the ball is kicked. Failure to do so will result in encroachment, with the same options for the kicker as stated in 5.04. At no time may the catcher interfere with the kicker.

5.06

When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

Kickball Without Borders 2010



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

6.00 The Kicker

6.01

(a) Each player of the offensive team shall kick in the order that his/her name appears in his/her team's batting order. (b) The first kicker in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his/her time kicking in the preceding inning.

6.02

If a kicker is attempting to get out of the way of a pitch and is struck by ball at knee level or higher, this shall be counted (as a ball or a strike) as if the ball never touched the kicker.

6.03

If a kicker is attempting to get out of the way of a pitch and is struck by the ball below knee level, the ball is in an active play.

6.04

A kicker has legally completed his/her time kicking when s/he is put out or becomes a runner.

6.05

A kicker is out when (a) his/her fair or foul fly ball is caught by a fielder, unless it is a foul ball that first touches an inanimate object (such as a backstop or tree); (b) the pitcher pitches a second strike (c) s/he kicks a third foul ball (d) s/he double-kicks the ball and the second touch occurs in fair territory; (e) after s/he hits a fair ball, s/he or first base is tagged before s/he touches first base.

6.06

Kickball Without Borders 2010



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

After a kicker is issued three balls, s/he must advance to 1st base.

6.07

The kicker becomes a runner when s/he kicks a fair ball.

6.08

Substitutions in the kicking order are not allowed. A kicker must reach base on his/her own power. A pinch runner may be used only after a kicker has reached base safely and the play has ended.

6.09

No munting. Only women are allowed to bunt.

7.00 The Runner

7.01

A runner acquires the right to an unoccupied base when s/he touches it before s/he is out. S/he is then entitled to it until s/he is put out, or forced to vacate it for another runner legally entitled to that base.

7.02

A runner may not leave his/her base until the ball is kicked by the kicker.

7.03



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

Two runners may not occupy a base, but if two runners are touching a base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

7.04

A runner may not advance when the pitcher has control of the ball in the pitcher's mound area and is not actively making a play. When the pitcher so ends the play, the runner must return to the previously touched base if s/he is not yet past the halfway mark to the base to which s/he is advancing.

7.05

Each runner including the kicker runner may, without liability to be put out, advance to home base, scoring a run, if a fair ball goes out of the playing field (home run) in flight and s/he touched all bases legally

7.06

Fielders must not impede the progress of the runner, including blocking the plate. Fielders must stay out of the baseline unless they are actively making a play on the ball. If the umpire rules that a fielder obstructed the base, the runner shall be awarded the base to which they were running.

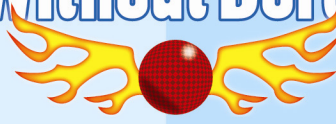
7.07

An offensive player cannot interfere with play after they are out. Doing so will result in the other runners not being allowed to advance. It may also result in a yellow card at the umpire's discretion.

7.08

Any runner is out when (a) s/he runs outside the baseline to avoid being tagged unless his/her action is to avoid interference with a fielder fielding a kicked ball (b) s/he intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a kicked ball; (c) s/he is hit or tagged with the ball while off his base, unless hit in the head while standing upright (i.e. not sliding). EXCEPTION: A kicker runner cannot be tagged out after overrunning or oversliding first base if s/he returns immediately to the base and makes no overture to second base; (d) s/he fails to tag-up after a fair ball is caught before s/he, or his/her base, is tagged by a fielder. (e) s/he fails to reach the next base before a fielder tags him/her or the base to which s/he has been forced to advance. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. (f) s/he passes a preceding runner before such runner is out.

Kickball Without Borders 2010



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

7.09

If ball is overthrown out of the infield into foul territory, the runner is allowed one additional base in addition to the base s/he is heading to. (If runner runs through first and stays on the foul line, s/he is allowed to attempt to advance to 2nd but not 3rd.) It is not an advance without liability; the runner may be put out during the play.

7.10

On a caught ball runners who are tagging up may do so on first contact made with the ball by a fielder.

7.11

A runner may not advance on a foul ball, caught or otherwise.

7.12

Runners may slide head-first or feet-first into a base or home plate, but must consider the safety of others while sliding. Runners who engage in a dangerous slide, including but not limited to attempting to “break-up” the play by means of the slide or sliding with raised cleats, shall be ruled out. In addition, as dangerous slides are considered unsportsmanlike conduct, the offending runner may also be subject to a yellow or red card, at the discretion of the umpire.

8.00 The Pitcher

8.01

The pitcher must maintain at least one of his/her feet behind the front of the line created by the pitching cones until the moment the ball is kicked. Failure to do so will result in encroachment, with the same options for the kicker as stated in 5.04.

8.02

Kickball Without Borders 2010



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

Pitchers must throw the ball at a reasonable speed and bounciness. The umpires will be provided full discretion in this matter. Advanced and competitive pitching techniques will not be allowed.

9.00 The Umpire

9.01

EWB will attempt to schedule two umpires to referee each game.

9.02

Only the captain of a team may question the umpire.

9.03

Players are encouraged to get rule clarification from the umpire when play is dead (preferably between innings).

9.04

Umpires have the sole discretion of using yellow and red cards.

10.00 The Official Scorer

10.01

Each team is responsible for keeping truthful and accurate scores for their game.

Kickball Without Borders 2010



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

11.00 Qualifying For The Playoffs

11.01

The top team in each of the six pools will receive an automatic berth in the playoffs. A pool is defined as the three or four teams assigned to a particular field during the qualifying rounds.

11.02

The pool winner will be selected based on the following order: record, head-to-head record against other pool leader(s), run differential, team donation amount, a silent bidding war against other pool leader(s).

11.03

The two remaining wild card teams will be selected based on the following order; record, head-to-head against other team(s) (if from the same pool), run differential, team donation amount, a silent bidding war against other potential wild-card team(s)



ENGINEERS WITHOUT BORDERS-USA
PORTLAND PROFESSIONAL CHAPTER
P.O. Box 14734, Portland, OR 97293

In-Game Donations Cheat Sheet

A **BUNT** is a kicked ball not fully swung at, but intentionally tapped slowly within the infield. Only women are allowed to bunt. For any bunt by a woman that results in a play, there will be a **fine of \$1**. There is no limit on the number of bunts in a game. No munting. See **MUNT**. An intentional or unintentional bunt by a man will result in a foul ball and a **fine of \$1**.

A **DO-OVER** may be called three times per game per team, but only if the team calling the do-over **donates \$10** to the appropriate EWB official. A do-over resets the entire play back to the pitch, and the count remains what it was before the play in question. In the event that a Do-Over is called, the opposing team may **donate \$15** to nullify the Do-Over. The team calling for a Do-Over **still must pay \$10**. There is a limit of three Do-Overs per game per team.

The **HOME TEAM** fields first. The home team shall be designated by mutual agreement (Rochambeaux, a.k.a rock paper scissors) before the start of the game by the head umpire and one representative from each team. **Alternatively, the teams can bid on the right to be the home team**. The bidding must be observed by an umpire, and the agreed upon tender must be given to the appropriate EWB official.

A **PINCH KICKER** can be used at any time, provided the the kicker is of the same sex and is not one of the next 5 players due to kick. A **\$5 donation** must be made to EWB. The donation should be given to the appropriate EWB official.

A **PINCH RUNNER** can only be used for a runner that is injured while reaching base, and must be the last available player of the same gender in the lineup. Alternatively a **donation of \$5** can be made to choose any pinch runner. At any point during game play, a **donation of \$5** can be made to use a pinch runner. The pinch runner must be one of the donating team's players that is the same sex as the original kicker and not one of the next 5 players due to kick. The donation must be given to the appropriate EWB official.

A **RED CARD** is an immediate ejection of a player from a game by an umpire for crude actions not befitting the noble sport of kickball, or for wanton disregard of the rules. A player who has received a red card will not be allowed to play in the remaining portion of the game and must pay a **minimum fine of \$10** to the appropriate EWB official. Two yellow cards in one game are equivalent to one red card. See **YELLOW CARD**.

The **STANDINGS** are determined by win/loss record. To compute end-of-round-robin standings, the win/loss record will be used. In the case of a tie, the result of any head-to-head matchups that occurred during the round robin will determine the higher ranking. If the teams remain tied, then the run differential will be used. If run differentials are equal, then the amount donated by the teams will determine the higher ranking. **If necessary, silent bidding for the right to play in the tournament will ensue**. The bidding must be observed by an umpire or EWB official, and the agreed upon tender must be given to the appropriate EWB official. For the three wild card entries, the same tiebreaker rules described above will be used. In the event that two possible wild card teams played within the same round-robin division, head to head match-ups will also be taken into account to determine the wild card entries.