



# Milwaukee Social Club

## Kickball Rules & Procedures (Fall 2009)

### POINTS OF INTEREST:

1. Dodgeballs will be provided by Milwaukee Social Club.
2. A paid referee will be provided for all games.
3. All rosters must be finalized by week two of the season. Please turn in any roster changes and monies due to the MSC office, NOT to the league supervisor/referee.
4. No refunds can be honored once the season has begun.
5. Players not on the official roster (subs) need to be approved by opposing team. No subs are allowed in playoff situations.
6. A team consists of eight players in the court, not to exceed five men. A minimum of five players (with at least one woman) are required to begin a game.
7. Players need to sign in each week prior to game times.
8. Any team not having the minimum players ready and signed in by the start of the game will be subject to late penalties and possible forfeit (Five minutes after scheduled start - forfeit 1<sup>st</sup> game, 10 minutes - forfeit 2<sup>nd</sup> game, 15 minutes - forfeit match).
9. Matches consist of 11 complete games with a time limit of seven minutes per game, whichever comes first.
10. Any tie after the seven-minute regulation will be determined by a one-minute, sudden-death overtime. Play continues without pause, and the referee will say, "Overtime begins, one minute." The team with the most players remaining after the one-minute period will be the winner. If the number of players on each team is the same at the conclusion of the overtime period, the game will be a tie.
11. Teams will switch sides following the 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> games to compensate for any discrepancies in the gym layout.
12. Standings will be determined by total games won/lost/tied, not matches.
13. Substitutions may only take place after the completion of a game.
14. There are no specific gender requirements for defensive placement.
15. Shoes must be worn by all players.
16. Hair and clothing are an extension of the body.
17. No alcohol is permitted within any gymnasium of use. Please patronize the bar sponsor after your games instead!
18. **Questions on rules or calls should be directed to the referee from the team captain only.**

### RULES OF PLAY: (These rules may be revised, with notice, by week three of the season.)

1. Court boundaries do apply, and will be explained by the referee as determined by the gym. Players may go outside of the boundaries to retrieve balls, but must return within the boundaries within a reasonable time (no hiding) and remain within the boundary. All players are at risk to hit by the opposing team's throws at all times (there is no out-of-bounds safety zone). Similarly, players can catch thrown balls when out of bounds. However, players must be within the boundaries to throw the ball.
2. Players must have one foot within the boundary or one foot on the line to constitute being in bounds.
3. A player must remain on his/her side of the court at all times. If he/she throws a ball, but steps over centerline upon landing, the thrower is out and any resulting elimination is waived off.
4. A player may reach over the center line and/or use another ball as a reaching tool, so long as no part of his/her body touches the floor or person on the opposing team's side of the court. The centerline extends through the out-of-bounds areas.
5. To start each game, there will be eight balls (number may be modified at the referee's discretion based on the size of the gym) placed on the centerline of court. Upon referee's whistle, players can attempt to retrieve any balls. Smaller stinger balls may be thrown only by women.
6. Once a ball has been retrieved from the start line, the player must return to the back line before attempting first attack. A player may pass the ball to another player on the back line.
7. Reasonable/limited contact is allowed between players during the scramble for balls at the start of each game.

Players may also cross the centerline within a few inches without penalty. If contact between players is too physical, or a player goes too far into the opposing team's territory, the referee will take balls from one side and award them to the other team. Disputes between players over possession of a ball will be settled by the referee. If reasonable/limited contact is not maintained, or teams continually jump the start whistle, the referee may distribute half the balls to each team to start the games.

8. Players are allowed to have a reasonable grip on the ball, but thrown balls may not be compressed/squeezed.
9. Any player hit by the opposing/thrown ball, on the fly, will be eliminated.
10. Any player hit by a deflected ball (off yourself, a ball, or another player) will be eliminated.
11. There is no limit to the number of players that may be eliminated by a single ball (if it touches multiple players without being caught).
12. If a player tips/deflects a thrown ball and is in the process of catching it when he/she is hit by a second thrown ball, the hit player is eliminated.
13. If opposing players throw balls at each other simultaneously and each is hit, both players are eliminated.
14. A thrown ball that simultaneously hits the player and floor/wall will result in elimination.
15. A thrown ball that hits another ball resting on the floor or other obstruction is a dead ball.
16. Unless trying to avoid a thrown ball while it is in the air, a player may not sit, kneel, crouch, or lie on the floor.
17. Eliminated players shall exit the field of play en route to the out of bounds area in a prompt manner. If an eliminated player intentionally interferes with a thrown ball, the teammate may be called out. A thrown ball deflecting off an eliminated player may not be caught for an elimination/re-entry; however, a thrown ball deflecting off an eliminated player may still eliminate other players if touched and not caught.
18. Eliminated players may pass off any balls in their possession to teammates. They may also aid in retrieving any loose balls in their immediate vicinity before proceeding to the elimination area.
19. Eliminated players must stand out of bounds in the order they were eliminated, with the first person out standing closest to the referee.
20. If an opposing player catches a ball, the player throwing the ball is eliminated. In addition, the team that caught the ball will be allowed to bring back a player in the order they were eliminated. This also includes catching a deflected or ricocheted ball off one of your own teammates (but not obstructions).
21. Eliminated players are at risk to be hit upon re-entering after a catch as soon as they make any movement toward re-entry. The re-entering player may elect to wait to come back in if under fire from the opposing team.
22. Any player who has been eliminated from the current game may retrieve any ball that leaves the field of play, without stepping in bounds, and throw it back in to a teammate. Eliminated players may not retrieve balls on the opposing team's side of the court. Spectators and subs may also retrieve balls on their side of the court.
23. Eliminated players may not throw balls onto or through the opponent's half of the court in an attempt to distract opposing players.
24. Players may not intentionally kick the ball in an attempt to strike or distract an opponent.
25. Throws at the head are not allowed. Anyone who strikes a player in the head is eliminated, even if the struck player is in the act of diving, sliding, or avoiding the ball. The only exceptions are if a player intentionally leans into a thrown ball, or if a ball is deflected.
26. If a thrown ball strikes an opponent in the head, and the player is injured, a sub of the same gender may enter the game. Other injury substitutions are generally not permitted and would require approval from the referee and opposing team.
27. Players may block the opposing players throw with the ball, but if the ball is knocked out of their hands while attempting the block, that player is eliminated. A player may drop his/her ball before the thrown makes contact without risk of elimination.
28. Teams are not allowed to stall with the ball. The ball needs to be thrown within 10 seconds. If a team ignores this rule, the stalling player(s) will be eliminated. Opposing players can warn of stalling, and the referee will begin a verbal countdown. This rule will be mostly monitored as few players remain. The ball must leave the thrower's hand and reach the other team's half of the court to avoid stalling, he/she cannot "intentionally ground" the ball on his/her half of the court or out of bounds area.
29. One team may have control of all the balls at the same time.
30. BASKET RULE: Make a basket in the opposing team's hoop, and your ENTIRE team comes back in. Missed attempts that are caught will result in player's elimination.
31. If a thrown ball touches the floor, ceiling, walls, basket, rim, backboard, any part of the basket mounting poles, bleachers, or other obstruction, the ball is dead. Examples: If a ball hits a player, then the wall, then is caught, the struck player is eliminated. A shot at the basket that hits the backboard then is caught does not result in

- elimination. A shot that hits the ceiling and goes in the hoop does not count.
32. Opposing players may throw balls at another ball in the air in an attempt to knock down the basket shot. If they hit the ball and it goes in the hoop, the basket still counts. If they hit the ball and it is caught, the player attempting the shot is eliminated (standard catch rule).
  33. Unsportsmanlike conduct, foul language, and unnecessary roughness will not be tolerated. Players/teams violating this rule may be penalized at the referee's discretion by suffering an in-game suspension, future game suspensions, team forfeit, and even expulsion from the league. Any player ejected from the league is not subject to any refund.
  34. A violation of the rules state above usually results in elimination. The referee has final discretion on eliminations, but please be aware that the honor system is always in play. If a player is hit by a thrown ball, he/she should remove him/herself immediately. If a player is clearly eliminated, but does not go out, the referee may enforce unsportsmanlike conduct penalties and/or suspensions.

***The head supervisor/umpire has the right to override/overrule all.  
Remember, the main purpose of Milwaukee Social Club leagues is to have fun.  
Enjoy yourself and have a good time!  
[www.MilwaukeeSocialClub.com](http://www.MilwaukeeSocialClub.com)***