

KICKBALL RULES

HOUSE RULES

- No Cleats of any type may be worn on the fields.
- Shoes must be worn at all times inside Arena Kickball.
- Any type of derogatory or offensive language is prohibited.
- An injury waiver/player registration form must be completed prior to game play.
- Spitting is prohibited inside the facility and on the fields.
- No tobacco products are allowed inside the facility.
- No sunflower seeds are allowed in the facility or on the fields.
- No gum, food or beverages are allowed on the fields.
- Food and beverage are not allowed in the dugout.
- ONLY players are allowed in the dugout.
- Physical altercations will not be tolerated.
- No consumption of alcoholic beverages is permitted while playing Arena Kickball.
- Any injuries incurred while playing must be reported to the Umpire and Supervisor on Duty.
- Baserunners cannot jump on the nets. After one warning to the team, the umpire will call an out on the subsequent players who jump on the net.
- On the field of play the umpire has sole discretion.

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TEAM/PLAYER RULES:

1. A team roster may consist of 20 players. You may not go over this limit.
2. Players must play a total of 3 full games (4 innings or 1 hour) to be eligible for playoffs.
3. Coed leagues: Minimum 3 females. For each female player missing from the stipulated 3, the opposing team will receive 10 runs respectively.
4. Teams are allowed a maximum of 9 players on the field.
5. A maximum of 6 males may play on defense.
6. No league game may start with less than 5 players per side. Doing so will result in a forfeit.
7. Players may not play on different teams in the same league. Once they have played one game with a team, they are locked on that team, until the start of the next season.
8. If a player must be skipped in the line-up, it will be scored as a strike out.
9. Players may be added to the game after the start time if they are already on the roster or if the roster is not yet full.
10. All players on the field must be checked in.
11. If a player is checked in they must bat. No player can only field and not bat. Failure to comply will result in a forfeit
12. Any team using a player that is not checked in will forfeit the game in question and the right to play in playoffs
13. If a player has been checked in, but is not present at game time, the captain of the team may be suspended and possibly forfeit the game.
14. If a person is playing under a different name, the player will be suspended, the captain will be suspended, and the team will forfeit that game.

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BASIC RULES:

1. A game consists of 3 innings of 20 pitches per inning for each team. Alternatives: The number of innings and the number of pitches per innings may be altered by the umpire for various reasons (i.e.: if time needs to be made up for a late start caused by the participating teams).
2. There are no Foul Balls.
3. There is no Bunting. This will be at the Umpires discretion.
4. All kicks must go forward into the field of play.
 - a) Any ball that is touched and goes behind the kicker will be called a strike, unless caught by the Catcher, which will result in an out if the ball goes higher than the kicker's heads.
 - b) No intentional kicking directly sideways into the net. This will result in a strike. This will be at the Umpire's discretion. If the Umpire deems it unintentional, it will result in a dead ball and a redo.
5. There is no Trapping. A ball must be cleanly caught without using the net or the ground to trap it. If a ball is trapped, it will be considered a "Live Ball" and play will continue.
6. Fly balls caught off the net result in the kicker being out.
7. You can make outs by having the ball in hand and touching the base, touching the player with the ball, or throwing the ball and hitting the runner who is trying to advance. Throws that hit a runner above the shoulders will result in a 3 point penalty awarded to the other team.
8. Defensive players cannot kick the ball at the offensive runner for an out, doing so will result in a 3 point penalty. The runner will not be out and will be awarded the base.
9. Defensive players may kick the ball to a base for an out, as long as it does not hit the runner.
10. Two (2) Illegal pitches is a walk. Two (2) Strikes is an out.
11. Any ball that is kicked and hits the "Orange" Home Run banner without hitting the ground first will be counted as a Home Run. This also applies to the "Safe Zone" and its Safe Zone rule.
12. The kicker cannot go in the green infield area in front of the white box to kick the ball. Contact must be made behind the green area or it will be called a strike.

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Pitching

1. The pitcher must have both feet inside the circle when starting their pitch and when the ball is released. Failure to do so will result called an Illegal Pitch. The pitcher must pitch again.
2. The ball must be rolled on the ground and have little to no bounces. If the pitcher intentionally bounces the ball too high, the pitch will result in an Illegal Pitch. This will be at the Umpires discretion.
3. There will be no fast pitches. This will result in an Illegal Pitch. This will be at the Umpires discretion.
4. If the ball is pitched outside of the white box, it will be called an Illegal Pitch.
5. A pitch that is rolled inside the white box will result in a strike even if no kick is attempted by the person up to kick.
6. The final 3 pitches of each inning must be strikes to affect the overall pitch count of the team up to kick.
7. On the "Final/Last" pitch of an inning, if an out is recorded, it will eliminate all runs scored.
8. Only one out may be recorded on the final play of an inning.

Catching

1. Catchers must be positioned behind or to the side of Home Plate (White Box). They may not be in front or past it.

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Base Running

1. There is no leading off or stealing.
2. When a runner is not on the base when the pitched ball is released, the runner will be called out.
3. First Base has a safety bag to prevent any contact between the runner and the fielder from occurring. If the fielder takes one of the bases due to it being the safest base, the runner must go to the other base. At no point in time may the fielder unsafely cross the runner's path otherwise the runner will be called safe. This will be at the umpire's discretion.
4. When a runner intentionally intimidates or interferes with a play towards a defender, they will be called out. This will be at the Umpires discretion.
5. If the runner leaves the brown base path and goes in the green area to avoid an out, the runner is automatically out.
6. A runner cannot slide feet first going into 1st base, he/she will be called out.
7. If a runner is not on a base and contact is made with the ball, the runner is out, unless "Time" has been called.
8. Anytime a runner comes down and across the "Commit Line" between 3rd and home they can be thrown out at home (force play).
9. The commit line rule does not apply if a runner crossed it but then had to go back to 3rd to tag up.
10. Any intentional contact with another player will be called an out. This is at the umpire's discretion.

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Scoring

1. Each time a runner reaches home safe, down on or down and across the scoring line, the runner counts as one run.
2. Each time a kicker is walked; the team on offense will receive a half-run (.5)
3. Each time there is an out recorded, the defense will receive a half-run (.5)
4. If a player hits the "Home Run" banner, the kicker and all the base runners score. The kicker and base runners do not have to run the bases.
5. If a new kicker is up on the Final/Last pitch and a strike is called, no half-run (.5) is awarded to the defense.

League Scoring

1. These points help determine the league standings as well as the teams that qualify for playoffs.
 - a) 8 points for a win
 - b) 0 points for a loss
 - c) 4 points for a tie
 - d) 2 points if your team loses by less than 5 runs

League Standings

1. Total points help determine the league table standings. These standing will also determine the playoff teams. In the case of equal league points the tie break is as follows:
 - a) Total runs scored during league play
 - b) Total offensive runs scored
 - c) Total defensive runs scored

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Forfeits

If a team has 1 no show/no call or has 2 forfeits in a regular season they will no longer be eligible for playoffs for that season.

1. A \$25 fee will be charged for every rescheduled game requested after the first week of play. If players do not want to pay the fee then the game(s) in question will be forfeited.
2. A minimum notice of 24 hours is required if a team needs to reschedule their game. If notice is less than 24 hours it will result in a forfeit as well as a \$25 charge to the team.
3. The captain of the team forfeiting is responsible for contacting an Arena Softball Supervisor to notify them.

Suspensions

1. All players ejected from a game may be subject to an additional suspension
2. Any and all rules that have been broken may lead to additional suspension

Umpires

1. Please remember, only team captains can speak to the umpires
2. Judgment calls should not be questioned
3. A pre-game meeting is to take place prior to the start of each game with the captain of each team.
 - a) Lineups and rosters will be reviewed at this time but CANNOT be edited.
 - b) They will review and warn about any specifics for the game.
 - c) Points and penalties for missing females will be applied at this time.

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