

Basic Rules

- There are 6 innings in a GAME or 45 minutes
- Once 35 minutes have been played and the bottom of the inning is completed, the referee will signal to both teams that the next inning is the final inning and the losing team will kick at the top of the inning and have the opportunity to tie/take the lead. If this happens, the other team will have the opportunity to kick in the bottom of the inning (this should only change the kicking rotation if the away team is winning).
- 10 players in the field including catcher (maximum of 6 guys in field)
- Minimum to start a game: 6 players, 2 of which must be female
- Batting wheel
- Plays start with one ball and 1 strike. Fouls do NOT count as strikes
- 3 fouls is an out
- There is no leading off bases or stealing
- You can throw the ball at base runners, but no head shots!

Rule #1: DON'T BE MEAN!

The most important rule is to have fun. If you are hoping to recapture your athletic glories from the past, this is not for you. This tournament is about having fun and meeting new people. Absolutely no whining will be tolerated during the course of a game. The only player allowed to communicate with the referees is the captain. Any abuse (verbal or otherwise) of the referees or other players will constitute an immediate ejection from the game. Repeated offenders will be banned from the league. No exceptions.

THE PLAYING FIELD

Field of play will equal the dimensions of a standard softball field (i.e., with the bases being about 60 feet).

EQUIPMENT

This will consist of a red 10-inch playground ball.

OFFICIALS

Games will be officiated by a trained social Kickball referee. All of our referees are trained to call a fair and fun game of kickball. They are the final word on all game call decisions.

Only the team captains may dispute a rules call with the referee. Judgement calls may not be disputed. The referee has jurisdiction over the play and may penalize a player, including game ejection, for unsportsmanlike conduct. Ejected players may not return to the game and if necessary may be asked to leave the premises.

TEAMS

A team must have at least 8 players – 4 of which must be female – and no more than 10 players in the field each inning 6 males max on the field

Every player present is required to be in the kicking line up (with exception of injuries).

Every player present is required to play at least one (1) inning in the field (with exception of injuries).

If a team does not have the required minimum number of players, the game results in a forfeit. Any team that forfeits two or more games will be not be allowed to participate in the playoffs. No refunds will be given and a team dropped by the league may, at Play Mile High's discretion, not be allowed to rejoin the next season.

REGULATION GAME

A full regulation game shall consist of 6 innings OR be 45 minutes long. If a team is more than 10 minutes late, then they must forfeit. The away team will get first at kick. Home/Away teams will be determined by one game of Rock-Paper-Scissors prior to the game.

If a game is called due to weather and less than 4 complete innings have been played, the game is canceled and will be rescheduled (and replayed starting at 0-0, top of the 1st). If more than 4 full innings have been played, the final score will be the score at the end of the last complete full inning.

Games CAN end in a tie (it happens). After the completion of six innings, if the score is tied then the game is over and will be entered into the records as a tie.

SPORTSMANSHIP

Players should have no intentional or unwelcome physical contact with opposing players. Doing so will be considered unsportsmanlike conduct and it will be at the discretion of the referee to issue warnings or eject offending players. A player must make the referee aware if he or she feels any contact was unwarranted.

Trash talking is permitted as long as it is not cruel, racially motivated, hateful, or a personal attack on another player. The trash talking should only be good natured and shall not be allowed to get out of hand. Threats of physical violence are in no way allowed. The team captain shall ensure that their players behave themselves.

PITCHING/CATCHING

The ball must cross the plate within a foot on either side. The ball must bounce at least 2 times before crossing the plate otherwise will be called a ball. (The second bounce can land on the plate to be called a strike)

The pitcher must stay behind the pitching strip until the ball is kicked. All infielders must stay behind the imaginary line stretching from first to third base until the ball is kicked. Failure to do so results in a re-pitch.

The catcher may field up to the plane of the home plate before the ball is kicked, however the catcher shall not interfere with the kicker in any way. Failure to abide by this rule results in a re-pitch.

KICKING

All kicks must be made by the foot. All contact BELOW the knee is considered a kick. Anything hit at the knee or above is considered a foul.

All kicks must occur at or behind home plate. The heel of the plant foot must be in line or behind home plate at the time the ball is kicked. If the entire plant foot is in front of home plate at the time the ball is kicked, a foul ball will be assessed by the referee.

Bunting is NOT allowed. A bunt is defined as a kick that does not travel further than the imaginary line between first and third base OR at referee's discretion.

Any fair kicked ball that travels outside of a reasonable area of play will result in a ground rule double. This doesn't pertain to the unlikely event of a home run kick; rather it pertains to fair balls that then bounce over a fence.

RUNNING

Runners must stay within the baseline. Runners unfairly hindered by any fielder within the baseline shall be safe at the base to which they were running. Leading off base and stealing is not allowed. A runner may only move off his/her base after the ball has been kicked, and passing the runner in front of you will result in an out.

Hitting a runner with the ball above shoulder level is NOT allowed. Any runner hit above the shoulders is safe and advances one base.

Exceptions: If the runner intentionally uses his head to block the ball. The runner is out. If the runner is ducking, diving or sliding (i.e. attempts to dodge the ball) and is hit in the head because of this, he/she is out.

Runner must tag up if a ball is caught before advancing to the next base. If Runner does not do so and the other team tags previous bag the runner was on, the runner will be called out.

FOULS

A foul is:

- a kick landing out of play. The foul is determined by where the ball lands not how it travels to get there. Remember that if such a kick is caught on the fly it is an out
 - If a defensive player attempts a catch and is completely out of play, it is still a foul if they drop the ball
- a kick landing in-bounds, but traveling out of bounds on its own before reaching first or third base. (Any ball touched by an in-bounds fielder is automatically in play)
- a kicker touching (or kicking) the ball twice while on or behind home plate (i.e., in foul territory); but if such a kick is caught on the fly it is an out
- any foul that hits a tree or other outside object is a dead ball and is not eligible to be caught for an out. The ball remains a foul.

- If a defensive player and ball are completely in foul territory when they touch the ball
- three fouls is an out

OUTS

An out is:

- a count of three fouls
- a runner touched by the ball at anytime while not on base (unless a head shot)
- any kicked ball (fair or foul) that is caught before it hits the ground
- a ball tag on a base to which a runner is forced to run
- kicking out of order
- a runner leading off the base or stealing
- a count of three outs or five runs by the offensive team completes the team's half of the inning (no run rule in final inning)

BALL IN PLAY

Once the pitcher has the ball in control and is within 5 feet of the pitching mound, the play ends