



TOURNAMENT KICKBALL RULES

// PLAYER ELIGIBILITY

1. All Players must be at least 18 years of age and have current, adequate health insurance.
2. All players must be properly registered on the team for which they are playing.
 - a. All players must agree to the Fray Liability Waiver as described in the Fray Terms and Conditions section of Player Registration.
3. Any use of an ineligible player will result in a forfeit and disqualification from the Tournament
4. No Day of Signups Allowed.

// GAME PLAY

1. Games will be played through a complete inning or up to a time limit, whichever comes first.
 - a. SEEDING ROUND
 - i. Games will be played through 4 innings, with no new inning starting after 35 minutes has elapsed.
 1. Seeding Round games CAN end in a Tie.
 - b. ELIMINATION ROUND
 - i. Games will be played through 5 innings, with no new inning starting after 40 minutes has elapsed, unless that inning ends in a tie. After which another inning will be played.

ii. SEMI FINAL & FINAL GAME

1. Will be played through 5 complete innings, with no time limit.
UNLESS the mercy rule is applied.
2. Home and Away teams will be determined by the ancient game of Rock, Paper, Scissors before the game between each team's captain. Best 1 out of 1 on SHOOT! The Home team will be in the field first.
3. Seeding Round Games can end in a tie. Elimination games will continue until a winner is decided.
 - a. Championship games will play the full inning amount as time allows.

// Seeding

1. Seeding is determined based on teams' Win-Loss-Tie record. If there is a tie in the standings, we sort based on the following information in order until the tie is resolved:
 - a. Head-to-head matchups
 - b. Score differential
 - c. Points For
 - d. Points Against

// Outs

1. Strike Out
 - a. 3 Strikes is an out.
 - i. Foul Balls are considered Strikes.
 1. You are given One (1) courtesy foul on strike 3. If you kick another foul after that you are ruled out.
2. Fielded Out
 - a. Any pitched ball contacting the Kicker (whether kicked or not) and caught in the air prior to touching the ground.
 - b. Any time during a live play where the ball makes contact with a Baserunner while not on base.

- i. If any part of a thrown ball makes contact with the Baserunner's head while the Baserunner is not diving, sliding, or ducking, the Baserunner shall be awarded the base to which they were running.
- c. Any time a Fielder has control of the ball and touches a base to which a Baserunner is forced prior to the Baserunner reaching the base.

3. Baserunning Out

- a. Baserunner running more than 4 feet outside the baseline.
- b. Baserunner interfering with a Fielder making an active play on the ball.
- c. Baserunner not on base when the ball is kicked.
- d. Baserunner who passes another Baserunner.
- e. Baserunner who is physically assisted by any team member.

// Kicking

1. All kicks must be made by foot or by leg below the knee.
 - a. **Bunt Line:** A 15' bunt line will be used. Any kicks that come to rest inside of this zone will be ruled as a foul.
 - i. The defense may make a play on kicked balls inside this zone if the ball is still in motion.
 1. It is only if the ball comes to rest inside the zone that it will be considered foul.
2. All kicks must occur at or behind home plate. No part of the kicker's plant foot may be in front of the plate.
3. Double Kicks are when a kicker contacts the ball 2 or more times during an attempt to kick the ball. This results in a foul ball.
4. Teams must kick in their written kicking order. Kicking out of order results in an out for the spot in the order that was due up according to the written lineup. The kicking lineup will continue to the next spot in the lineup.

// Scoring

1. Inning run limit rule: There will be a seven (**7**) run limit per inning for all innings with the exception of the final inning. Unlimited runs may be scored in the announced final inning of

the game.

2. **Game Mercy Rules:** In either of the below situations, the losing team will be given the option of continuing to the next inning, or calling the game as is. If they accept to continue, the game will continue thru that next inning if time permits for it. If they deny, the game will be called and the score marked as final.
 - a. If a team is 15 or more runs up at the end of the third (3rd) inning.
 - b. If a team is 12 or more runs up at the end of the fourth (4th) inning.

// Fair Ball

1. A legally kicked ball that lands in fair territory or in the Catcher's Zone in front of the kicker and remains in fair territory until it passes the 1st base or 3rd base cone or completely stops in fair territory.
2. A legally kicked ball that lands in fair territory beyond the 1st base or 3rd base.
3. A legally kicked ball that lands in fair territory or in the Catcher's Zone, and touches or is touched by a Fielder or Baserunner in fair territory prior to the ball traveling into foul territory.
4. A legally kicked fly ball that is in fair territory when it is touched by a Fielder or Baserunner.

// Strikes

1. The Strike Zone is 41 inches wide (1 foot to either side of home plate), and approximately 1 foot high as measured from the bottom of the ball to home plate. If any part of the ball touches any part of the strike zone, it is a strike. **Picture an Imaginary box, stretching 1' to each side of, and above the plate.**
 - a. The edges of the strike zone will be marked with flat orange cones. The Strike zone is on the "Inside" of these cones.
2. Any attempted bunt or kick that does not make contact with the ball.

// Balls

1. Any pitch that is not a strike or foul. Four (4) balls is a walk.
2. Any time a Catcher makes contact with a pitched ball before the ball has traveled past the Kicker whether or not the Kicker was intending to kick it.

3. A Pitcher may intentionally walk a kicker by informing the Head Referee before throwing any pitches. A Pitcher is not required to throw any pitches to intentionally walk a kicker.

// Fouls

1. Any bunt or kick that lands in foul territory outside of the Catcher's Zone.
 - a. **Bunt Line:** Any kick that lands in the no bunt area and does not travel in fair territory beyond the 15 foot kick line.
2. Any kick during which the kicker steps in front of the Home Plate.
3. Double Kicks: When a kicker contacts the ball 2 or more times during an attempted kick
4. Any kick that does not occur below the knee.
5. Any legally kicked ball that lands or is touched by a Fielder in foul territory or in the Catcher's Zone.

// Baserunning

1. Baserunners may not lead off or steal bases.
2. Baserunners may not run more than 4 feet outside of the baseline.
3. Baserunners have the right-of-way within the baseline unless a Fielder is making a play on a fair ball in the baseline. In that instance, the Fielder has the right-of-way.
 - a. In rare circumstances, a Baserunner and Fielder in the act of making a play on the ball may collide due to Baserunner/Fielder movement. It is up to the discretion of the Head Referee whether to call the Baserunner out for interference or declare the contact as incidental and allow the play to stand.
4. Baserunners may overrun 1st base as long as they continue their run into foul territory. If a Baserunner turns towards 2nd base in a CLEAR attempt to advance, they are considered in play and may be tagged out.
 - a. If, in the eyes of the umpire, there was not an attempt to advance to 2nd base, the runner will not be ruled out.
5. Baserunners may be substituted by players of the same gender ONLY if the runner is injured during the play. The injured player must then sit out of the game for 2 innings. If their spot in the kicking order comes up, their spot is skipped.
6. In order to advance on caught fly ball, Baserunners must 'tag-up' on their original base at or subsequent to the Fielder's first contact with the ball. Failure to tag-up allows the defense to make an out by either tagging the runner with the ball before they return to the original base

or by a Fielder in control of the ball touching the original base before the runner returns to it.

- a. Failure to tag up is not an automatic out. The defense must recognize the failure, and make a play to get the runner out.

7. If a Baserunner passes another Baserunner, the passing runner is out.
8. If a Baserunner is assisted by any other team member, the runner is out.
9. Once the Pitcher has the ball in the Pitcher's Circle, all Baserunners must stop at the base they are running toward unless the Pitcher, subsequent to receiving the ball, attempts to make a play on a runner.

// Pitching

1. A Pitcher may must deliver the pitch within the pitcher's circle (12ft. radius around the pitching strip) and behind the 1st base/3rd base line.
2. A pitched ball must touch the ground at least twice prior to reaching the plate.
3. Pitchers must throw the ball by hand in an underhanded manner. Overhand and/or sidearm pitching are not allowed.

// Catching

1. Teams may have only 1 catcher while on defense that stands behind the kicker within the Catching Zone
2. Catchers may not cross in front of the kicker nor be positioned outside the Catcher's Zone until the ball is kicked.
3. If the Catcher impedes the kicker intentionally or unintentionally, the Kicker will be awarded 1st base and any runners advance if forced.
 - a. If, in the Head Referee's opinion, the Kicker makes an unnatural move and initiates contact in an attempt to draw a Catcher Interference call, the Kicker shall be called out.

// Fielding

1. All fielders with the exception of Catcher must be positioned in fair territory.
2. No fielder, including the pitcher, may cross the 1st base/3rd base line until the ball is kicked.

3. Fielders may not stand within the baseline unless making an active play on the ball. Interference with a Baserunner results in the runner being awarded the base they were running to.

// Encroachment

1. Pitcher's Encroachment occurs when a pitcher crosses the 1st base/3rd base line before the ball is kicked. The Kicking Team has the option of taking the result of the play or taking a ball in the count.
2. Catcher's Encroachment occurs when the catcher crosses in front of the kicker or is positioned outside the Catcher's Zone, prior to the ball being kicked. The Kicking Team has the option of taking the result of the play or taking a ball in the count.
3. Fielder's Encroachment occurs when any non-pitcher crosses the 1st base/3rd base line before the ball is kicked. The Kicking Team has the option of taking the result of the play or taking a ball in the count.

// Overthrows

1. An Overthrow is considered any attempt at a base or base runner that misses its intended target and goes into foul territory.
2. An Overthrow allows a Baserunner to advance up to 1 base beyond the base they were running toward when the ball traveled into foul territory.
 - a. If the defense attempts to make a play on the Baserunner while advancing after an overthrow, all Baserunners may attempt to advance as many bases as they choose. It is up to the Head Referee's discretion as to what constitutes the defense 'making a play' on the runner.
 - b. If a ball is thrown at a Baserunner and contacts that runner while not on base and deflects into foul territory, the runner is out and the ball is live. All other Baserunners may attempt to advance as many bases as they choose.
3. If an overthrown ball becomes trapped in any object or a Fielder faces an impediment in getting to the ball, the Head Referee may, for player safety, enforce an Overthrow without allowing the defense to attempt a play.

// Dead Ball Plays

1. If a Baserunner intentionally touches the ball, the runner is out, the play is dead, and any other Baserunners must return to the base they were on at the beginning of the play.

2. If a fair ball becomes trapped in any object or a Fielder faces an impediment in getting to the ball, the runner shall be awarded a ground-rule double, and all other Baserunners may advance 2 bases beyond the base they began the play on.
3. Any play where a potentially serious injury occurs, play will be stopped by the Head Referee immediately.

// Officials

1. We know umpires/referees are essential to a kickball game. For Tournament Play, there will be a minimum of 2 refs on each field. 3 each for the Semi and Final games.

// GOLDEN RULE

First and foremost, all Fray leagues are 50% Social and 50% Sport. While we have staff // officials, we expect individuals to respect the league’s culture of fair and fun play. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportsmanship may be asked to leave the league. We want everyone to have fun and be social while enjoying a great sport. We will do whatever we can to make sure all players are having fun!

// GENERAL POLICIES

Fray is proud to relieve captains of the burden of paying for full teams. We accept individual player payments and allow prepayment for additional players and/or full teams. We are also proud to welcome those who do not have a full team (small groups and free agents) to participate in our league.

Because our mission is to make fun possible, these policies make it easier for people to get involved with and build community through social sports.

All registrations are on a first come, first serve basis. Any roster that does not reach our official size (based on each sport) is eligible to receive free agents and/or small groups. Rosters made up of primarily free agents and/or a collection of small groups may have more players than the standard roster size. This policy is in place to help ensure free agent teams are able to consistently field a team each week.

// Roster Size Chart

Sport	Promotion Size	Official Size	Max Roster Size	Woman Minimum
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Kickball	14	16	20	3
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// Teams & Substitutions

1. **Traditional:** A maximum of 11 players can be on the field (Coed - 3 players must be a **Woman**)
2. Substitute players (Players not on the roster) **MAY NOT** be used at any time in the Tournament
3. Teams have until 5 minutes past the designated start time to field the minimum number of players. The 5 minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.
4. **Game Mercy Rules:** In either of the below situations, the losing team will be given the option of continuing to the next inning, or calling the game as is. If they accept to continue, the game will continue thru that next inning if time permits for it. If they deny, the game will be called and the score marked as final.
 - a. If a team is 15 or more runs up at the end of the third (3rd) inning.
 - b. If a team is 12 or more runs up at the end of the fourth (4th) inning.
5. Teams must designate a captain prior to the start of the game. **They are the only team member allowed to discuss calls with officials.** Judgment calls by an official may not be disputed.

// Field Set Up, Equipment, Uniforms & Facility Use

1. The field will consist of a diamond of equal sides. Bases are placed 50 ft. apart. The pitching strip is placed in the center of the diamond directly in line with 1st-3rd base and home-2nd base. The Kicker's Box is a 12 ft. by 12 ft. square. Home plate should be in the middle of the top boundary line of the box.
 - a. **Bunt Line:** A bunt line will be used. Cones will be placed in a half-moon shape across the infield 15 feet in front of home plate.
2. Safety bases are used to prevent collisions between baserunners and fielders.
 - a. **First base:** A safety base at first base will always be used such that 1 base is in fair territory and 1 base is in foul territory. The base in fair territory is for the fielder and runner already on 1st base. The base in foul territory is for the kicker to run to.
3. All equipment will be provided on site.

4. Metal cleats are not permitted.
5. If an individual or team violates the facility's Code of Conduct, they may be asked to leave and a refund will not be issued.