

KICKBALL RULES

Summary

- 10 players on the field maximum including at least 4 women
- 7 players, including 2 women required to start a game
- No bouncies (a.k.a. bouncing pitches)
- No head shots (i.e., you can throw the ball at the runner, but NOT at their head)
- All fielders must stay behind the pitching line until the pitch is kicked (an imaginary line directly from 1st to 3rd base)
- 1 base on overthrow is maximum, but not guaranteed
- To encourage participation, everyone present at the game must be in the kicking order
- 9 inning games (or sundown whichever comes first); 7 innings in the case of a double-header
- PortSports will provide Umpires. No players may argue with the umpires.

Captains are the only people on the team that should discuss calls with umpires and this is to be done between innings.

- Any unsportsmanlike behavior will result in that player/team being suspended/

removed from participating in all PortSports leagues for one year

Substitutions and Rosters

Team Rosters may be adjusted during the season to allow for outs and injuries. Anyone

21 years of age or older may be added to a team as a substitute, provided they have signed the PortSports waiver and they fill out the substitute player sign in.

No players may be added to a roster during the playoffs.

Start of the Game

Home team is listed on the schedule and will take the field first. Each team is

responsible for keeping the score and having their kicking order written down. Before

the start of the game, both captains will meet at home plate to discuss the ground rules

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with the field manager.

Forfeits/Game Time

Please don't forfeit. Your teammates and opponents count on you to have a full team

and competitive game. Each team must have at least 7 players including 2 women to

start a game. Game time is forfeit time. There is a 10-minute grace period for early

games only. Due to the extremely tight schedule, we strongly suggest arriving at the

field 20-30 minutes before game time for warm-ups since the games must start on time

to complete the game.

Forfeit Penalties:

- First Offense: Loss of game and warning issued
- Second Offense: Loss of game and removal from the playoffs
- Third Offense: Removal from the rest of the schedule

Forfeit Notification

If you know in advance that your team is going to forfeit a game, you **MUST** contact us

by 12pm on the day of the game at portsports@portsportsmaine.com. It is not

considered notification unless you receive a reply. If your decision is not made until after 12pm, you should still try to reach PortSports, and we will make efforts to contact the other team. If we can reach them in time to keep them from showing up, no extra penalty. If you do not do this, your team will be eliminated from the rest of the schedule.

There is no additional penalty if you show up short-handed (and need to add other

PortSports players to field a full team) and have to forfeit the game, since you did make

an effort to get a team to play. Once PortSports is notified you are forfeiting, it is official (you cannot change your mind), and the other team will be notified.

Clock/Time

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Games will begin promptly scheduled time and last for 9 (or 7)innings or sundown allows.

Weather

PortSports offers three ways to check if your game is on or rained out:

1. Weather alert page at www.portsportsmaine.com; and
2. Weather Alert Hotline at 207-239-8084 (Dave's cell phone)
3. Weather Twitter Account: @PSWeather

We will try to post rainout information 1 to 1 1/2, hours before the start of the game on

the day of the game. This will include which fields, if any are playable.

If inclement

weather occurs after 4:30 pm, information on rainouts will be available on the Weather

Alert Hotline only, not on the website. Not every field becomes unplayable after a

rainstorm. We will make an effort to have games on every playable field possible.

Games will be canceled immediately if lightning is in the area.

Rainout Time Expiration During a Game/Inning - The score will revert to the last full

inning played if the time expires or a rainout occurs in the middle of an inning. If a

rainout occurs while a game is in progress, 4 innings must be completed for the game to

count. (If the home team is ahead after the completion of the top of the 4th, this

constitutes a complete game). The field manager's clock is the game clock and will

inform both teams when the game has started. No minimum number of innings for a

complete game if the time limit has been satisfied. After your game is completed,

please clear all benches ASAP and get to the bar.

Tie Rule

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If a game is tied after nine innings, one extra inning of play will be allowed to break the tie, time and light permitting. If the extra inning ends and the game is tied, the game stands as a tie.

Rainout Make Up Dates

Rainouts will be made up. However, you could get rained out on Monday and make-up the game as early as later that week. You may also play more than one game a week, depending on the number of rainouts. If PortSports experiences excessive rainouts during the season, there is a chance that your team will not be scheduled for all of your make up games. We sincerely hope that this does not happen, but acknowledge the possibility. Thank you for understanding.

Equipment

PortSports will provide a kickball and bases for each game.

Uniforms/Footwear

PortSports will provide one team t-shirt for each participant who has signed up before the registration deadline. Participants that sign up after the registration deadline will not receive a PortSports t-shirt but must wear a shirt with their team's color during the games.

Kickball Rules

Only captains can discuss a rule with the Umpire and no judgment calls will be discussed. Players will be ejected for unsportsmanlike conduct towards an umpire

Kickball Rules (Update 4/2011)Playing Field - The field is the same as a softball field. The dimensions for field set-up are as follows:

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- The distance between bases is 60 feet (or about 20 paces)
- 2nd base is 85 feet (or about 28 paces) from home plate
- The pitcher's mound/line is 42 feet (or about 14 paces) from

home plate

Number of Players on the Field

- Maximum number of players in the field is 10, including at least 4 women. Teams are not permitted to have extra infielders. Those positions are first, second and third base, a shortstop, a pitcher and a catcher. Remaining players must start in the outfield (an imaginary arc 10 yds. beyond the baseline).
- There are no position requirements of any players, (i.e., there need not be 2 females in outfield and 2 in the infield).
- Minimum number of players in the field/your starting line-up is 7 (at least 2 of whom must be women. There is no maximum number of women allowed on the field/in your line-up. No more than 7 men are allowed on the field at one time.
- A team does not need to play someone at the catcher position unless they have 9 or more players.
- A player arriving late may be inserted at the bottom of the order even if you have kicked around one or more times. You are allowed to place that player in the field, if your team is not kicking. Make the umpire and opposing team aware of these additions.
- If a team has less than the minimum required number of players it is up to the opponent as to what is allowable (i.e., the opposing team may give a team a player or allow them to pick up another PortSports player). If this is not possible,

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the game will be ruled a forfeit.

Number of Players in the Kicking Order/Line-Up

In order to encourage maximum participation, teams must kick every player present.

Line-ups must be given to the field manager for every game. Women may need to kick twice in a lineup. Men may never kick twice in a lineup.

Men in Kicking Order vs. Number of Women Required in Kicking Order:

6:4

7:4 (if only 3 women, 1 out of 3 kicking twice if needed)

8:5 (1 out of 4, or 2 out of 3 kicking twice if needed)

9:6 (2 out of 4 kicking twice if needed)

10:6 (2 out of 4 kicking twice if needed)

11:7 (3 out of 4 kicking twice if needed)

Teams must designate which women will kick twice on their line-up card. Only those

women will be allowed to kick twice or the kicking out of order rule will be enforced.

No player may be dropped from the kicking order, absent extenuating circumstances

such as serious injury, as determined by the field manager. Gaining a tactical

advantage is not an exigent circumstance. If an injury occurs and a player cannot kick,

the next kicker "moves up" to kick with no penalty. Any player (without approved injury

excuse) who is not available to kick when due up receives an automatic out.

Kicking Out of Order

If the error is discovered while the incorrect kicker is kicking, then the correct kicker will assume the ball/strike count of the incorrect kicker. If the incorrect kicker reaches base safely and the error is discovered, the correct kicker will be called out. All runners will return to their

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original base and the incorrect kicker will return to the bench. The opposing team must make the umpire aware of "kicking out of order" before a pitch is rolled to the next kicker. If not, then the incorrect kicker will stay on base.

In Game Position Changes/Substitutions

Players may move freely from one field position to another, enter, leave, or re-enter the fielding team (free substitution), but the kicking order must stay the same.

Pitching

The pitcher must roll the ball from behind the pitcher's line (the 1st/3rd base diagonal) and stay behind the line until the ball is kicked (i.e., they cannot rush in towards the kicker). Furthermore, the 5 ft. radius surrounding the pitching cone is deemed the pitching "mound." Bouncies are not allowed (i.e., any ball that bounces higher than 1 foot as it crosses home plate). If the pitcher throws a bounce as determined by the field manager, it is a ball. There are no speed restrictions on pitches. There are no walks, but 4 fouls constitutes an out.

Fielding/Catching

No player can cross the pitcher's line (i.e., the 1st base - 3rd base diagonal) until the ball is kicked. If someone does, this results in a ball. The catcher must start behind home plate, behind the kicker and may not cross home plate or be in front of the kicker before the ball is kicked. Outfielders must remain 10 yards beyond the base path until the ball has been kicked.

Strike Zone/Strikes

The strike zone extends 1 foot on either side of home plate and is 1 foot high.

Any pitch outside the strike zone is a ball. A ball not kicked in this zone is a strike/foul. the

Fouls

Four (4) fouls in an out. A foul is awarded for any ball kicked foul and for any pitch in the strike zone. If the first pitch is directly over the plate and not kicked, two (2) fouls are awarded.

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Kicking/Bunting

All kicks must be made with the foot (not knee, thigh or arm - those would be considered a foul) and must take place behind the front plane of homeplate (if in front of home plate, that is also a foul).

Bunting is NOT allowed. A bunt is defined as any kick where the foot does not fully follow through (i.e. plants their foot and lets the ball bounce off or does a stunted kick). If the kicker follows through with the kick and the ball happens to strike the foot in glancing manner, resulting in a weak kick, this is not deemed a bunt. If a kick is deemed a bunt, but pops up and is caught, it is treated as any caught foul ball and the kicker is out.

Outfield Line

An imaginary line exists approximately 10 yards into the outfield. No outfielder may step in front of this line until after the ball is hit.

Violations of this rule will result in a single being awarded to the batter, and ALL runners advancing one base, regardless if the awarded single caused a forced advance or not.

Baserunning

- Runners can leave the base once the ball is kicked. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning the kicker will be first up in the next inning;
- Runners must stay within the base line and fielders must stay out of the base line;
- Tagging up is permitted. After the ball touches a player in the field, a runner may tag the base they were on and try to run to the next base. Runners may also tag up on a caught foul ball. If the runner, however, is not at least halfway to the next base when the ball is possessed by the pitcher on the "mound," that runner must retreat to the base they previously occupied. When the pitcher possesses the ball on the "mound," play is dead; however, if the pitcher makes a motion or play

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that extends play, play continues until they are clearly making to attempt to continue play. This includes, but is not limited to poising to throw at a runner. When the pitcher's possession ends play, runners in transit towards the next base are safe on that base, unless they are less than halfway to that base. In this case, the runner must retreat to the previously occupied base.

Obstruction

If a fielder interferes with a runner, the runner will be safe at the base they were running to. Obstruction is physical contact or blocking the base path without possession of the ball that would hinder the runner getting to the base. That said, it is upon the base runner to avoid contact with the obstructing fielder. If a base runner misses a base in an attempt to avoid contact with a fielder, they are not penalized and are treated as if they stayed in the basepath.

Outs

Three outs ends a half-inning. You can make an out in 5 ways:

- any kicked ball (fair or foul) that is caught in the air
- a force out - the ball beats the runner to a base they are forced to run to
- a runner hit by the ball (whether thrown, kicked, or not yet fielded) or who touches the ball when not on base
- four (4) strikes/fouls or
- a runner is off his/her base when the ball is kicked.

No Head Shots

Part of the fun of kickball is throwing the ball at the runners. However, you cannot hit them in the head or neck. If you do, the runner is safe and advances an extra base (beyond the base they were running to). If the runner intentionally blocks the ball with their head, the runner will be out. (Field Manager's discretion).

Courtesy Runners

Injured players may receive a courtesy runner once they reach first base. The courtesy runner must be the last player of the same gender

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to make an out in the game; a female must be replaced by a female and a male must be replaced by a male.

Overthrows/Out Of Play

Runners are limited to 1 base maximum (in addition to the base they were running to) if an overthrow goes out of bounds. This is the maximum and is not necessarily an automatic award. All thrown balls are deemed out of play when the ball is thrown over/beyond a fence or into an unplayable area (i.e. ditch, bleachers, etc.) This imaginary line applies to overthrows and caught fly foul balls. If the ball is overthrown and hits the fence behind the 1st or 3rd base lines, this is NOT considered out of play and the runner may advance, BUT at his/her own risk. If playing on a field with no backstop the overthrow rule will only be applied if the ball goes into a dangerous or unplayable area.

Double First Base

Two bases will be placed at first base to avoid collisions. A kicked ball hitting the inside base is declared fair, and a kicked ball hitting the outside base is declared foul. Both the inside and outside bases are treated equally for both the offense and the defense when running out a base hit or attempting to tag the bag for a force out. Once the runner has reached first base and attempts to go beyond first base, the inside base is the only playable portion of the base.

Home Plate Rule

If there is a play at the plate, it is the runner's responsibility to avoid contact. The field manager has discretion to decide whether the runner initiated contact and should be called out. Any excessive contact or collision will result in an "out" and/or ejection. This includes contact with the catcher. Sliding is allowed and encouraged, but not required.

Fake tags and barreling will result in immediate ejection from the game and will not be tolerated. Sliding is not required, however a runner must be attempting to reach base and the defensive player must be attempting to catch the ball. If there is no play, the

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defensive player cannot block a base. In this instance, warnings will be issued, followed by ejection from the game if necessary. Collisions and injuries are to be avoided if at all possible.

Tie Breakers for Playoffs/Seedings

1. Win - Loss Record
2. # of Points Scored Against
3. Head-to-head competition
4. Record against other teams in or tied for playoffs (winning percentage - i.e., 0-1 is same as 0-2, but 1-3 is better than 0-1)
5. Record against next best common opponent
6. If team forfeited, loses tie breaker if other tiebreaker rules don't resolve seeding

Sportsmanship

PortSports is a charity-focused, social sports club for young professionals. Our goal is for you to have fun. We hope that you keep this in mind when participating. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by the field manager, referee, umpire or PortSports staff may result in suspension and/or ejection from a game or the league.

Suspensions / Ejections

- Any player(s)/team(s) that are involved in a fight will be suspended from all PortSports Leagues for life. Any teams will forfeit all remaining games. The field manager has the right to sit a player if necessary.
- Any excessive contact or collision will result in a foul and ejection of player.
- Any player abusing the field manager will automatically be ejected from the game

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without a warning. A player ejected for ANY reason will be suspended for the next game. If that player is caught playing in that game, the team will forfeit

Safety

In the event of a minor injury, PortSports will provide a first aid kit which includes ice packs and adhesive bandages. If a participant becomes injured during play, but is still conscious, that participant may decide their next step whether to call an ambulance, drive themselves to the nearest hospital or wait to see their own doctor. If a participant is seriously injured and unconscious, PortSports Staff will call for an ambulance.

Beer / Clean-Up

Unfortunately beer is not allowed on/at the field. Please wait until after the games to join us at our Happy Hour bars for the drinking to begin. Please do your part to keep the parks clean and use the trash cans provided; this is really important. If anyone drinks alcoholic beverages at any of the fields, we risk losing our permits. Anyone who is caught drinking at the field risks being suspended for the remainder of the season without refund. We also risk losing our permits if we do not clean-up any trash left behind.

PortSports Philosophy

While we appreciate a low level of competitiveness in our leagues, we do not tolerate

any unsportsmanlike behavior. This includes anyone who:

- Antagonizes players on other teams or their own teammates
- Exhibits excessive uncontrollable play

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- Inappropriately "mouths off" to the field manager(s) or referee(s)
- Verbally or physically threatens a member of our staff or other participants

Any player ejected from a game will be suspended for a minimum of one game

PortSports reserves the right to remove any player from any game(s), season and/or future season. PortSports reserves the right to remove a full team from the schedule and/or future seasons if we feel they are unable to participate in a manner in keeping with PortSports' mission to provide a fun, charity-focused, co-ed league.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information.