



## 2024 Kickball Code of Conduct

1. The Manager or captain of a team is responsible for the conduct of their players and spectators before, during, and after the game until they leave the premises. Failure to comply with the rules will subject the offender, his manager or captain to disciplinary action.
2. All games will be played on the property of the PRC. All rules and regulations for this facility will be observed and enforced.
3. A complete team roster, printed or typed, must be submitted before the first game of each team in the tournament. **No** players may be added after the roster is submitted.
4. At least 8 players are needed to play, and a maximum of 12 players can be carried on a roster. 9 players are the maximum number that can play in the field, but all players must kick.
5. Teams must wear the same color shirt or jersey.
6. Tournament seeds and games will be determined at random and sent out to the team captains via email.
7. The sports and fitness program coordinator will remain the final authority on all matters pertaining to this tournament. Referee calls will not be overturned.
8. Absolutely NO alcoholic beverages will be permitted on the property. Offenders will be prohibited from finishing tournament play, and spectators will be asked to leave City of Moraine property.
9. Any act of unsportsmanlike conduct, including profane, abusive, or insulting language, will cause the offending player's removal by order of the officials or supervisor. Continued abuse will result in suspension and may cause removal from the league. **A player ejected from the game must leave the property within 5 minutes or else the game is forfeited.** A player ejected will be suspended for the rest of the tournament.
10. If a player receives 2 unsportsmanlike conduct calls, they will be suspended for the rest of the tournament.
11. Any aggressive act against a game official will result in immediate suspension of the offending player from all sport programs sponsored by the City of Moraine.
12. All tournament games will be played until there is a winner.



## 2024 Kickball Rules

### General Information

1. Please remember we reserve the right to make any adjustment as needed. This tournament will also follow all rules and policies set by the PRC and the City of Moraine.
2. Tournament games will be 6 innings or 55 minutes. No new innings will start after 55 minutes unless the game is tied.
3. Teams must have anywhere between 8-12 players.
  - a. Each team must have at least 4 males and 4 females.
  - b. At least 8 players must be present at the start of the game.
4. Only officially registered players for the specific tournament are eligible to play. Players with existing injuries, such as broken bones, are not eligible to play.
5. Once the referee says the decision is final, the discussion concludes, and play shall continue in a sportsmanlike manner.
6. Mercy Rule: The game is final after the losing team has completed kicking in the 3<sup>rd</sup> inning and the opponent is ahead by 15 runs or more.
7. Cleats of any kind are prohibited as are any other sharp or unsafe articles of clothing.
8. The batter/ kicker is out in situations like softball (force-outs, popouts, tag outs, etc.) In addition, a runner is out when he/she is hit by a thrown ball at the **shoulders or below**.

### Co-Ed Modifications

1. A female may only substitute for a female, a male for a male.
2. Teams must alternate positions in the kicking order by gender. The majority gender must be the first to kick. Teams must alternate as much as possible.
3. The pitcher can be of either gender. The 4 infielders should be 2 males and 2 females, and do not need to alternate in the field.

### Fielding

1. Teams need a minimum of 8 players in the field, the maximum is 11 players. At least 3 players of each gender.
2. **Pitching:** The pitcher can be of either gender. Any illegal pitch (shown below) will result in a ball.
  - a. The pitcher shall begin the act of pitching anywhere behind the pitcher's plate. The pitcher must finish with an arm or leg behind the plate.
  - b. A pitch must be made by the hand.
  - c. The kicker must be given time to set up.
3. **Strike Zone:** Any part of the ball within the strike zone constitutes a strike. The strike zone is: 1 foot to all sides of the edge of the plate and 1 foot in height until the ball

reaches the kicking box. The ball must bounce twice before home plate otherwise it is a ball unless the kicker attempts a kick.

4. **Fair/Foul Ball:** A fair/ foul ball is similar to the rules that apply to softball. The ref makes the call, not the players.
5. **Dead Ball:** A ball hitting an inanimate object or referee is not a dead ball unless the ball is hindered in some way such as by equipment, spectators, or players on the sideline etc. A flyball that hits a tree branch or pole for instance is considered dead and cannot be called out if it is caught.
6. **Dead Play:** Play is considered dead when the ball is in control by the pitcher anywhere on the pitching mound. If play is alive, runners may continue at their own risk. If a runner stops their forward motion at any time, they will return to their previous base.
7. **Kicker's Count:** 2 fouls is an out, 2 strikes is an out, and 3 balls is a walk. Fouls and Strikes are separate counts.
8. **Encroachment:** Fielder must not cross the 1<sup>st</sup> / 3<sup>rd</sup> base diagonal line and the catcher must not pass the kicker before the pitched ball is kicked. This will result in a walk unless the kicker wants to take the outcome of the kick.
9. **Headshots:** Fielders may throw the ball at a runner to get an out. However, if the ball hits the runner on the head or neck, the runner is safe, and the play is dead. Exception: If a runner is sliding into base, ducking to avoid getting hit, or intentionally uses their head to hit the ball they are out. Unless ref calls 'unsportsmanlike conduct' on the fielder.

### **Kicking/ Running**

1. **Kicking Order:** All players must kick in the original kicking order which becomes final at the start of the game.
2. **Kicking Location:** The kick must occur with the entire plant foot behind the front line of the kicking box. The plant foot can be partially in the back or side of the box for a legal kick. A ball touched or settling in the kicking box including the plate is considered foul.
3. **Legal Kick:** Kicks may be made with any part of the leg below the waist; Kicks above the waist are considered a foul and an out, if caught.
4. **Double Kick:** A ball touched more than once by the kicker is a 'double kick.' If the kick occurs in fair territory, the kicker is out. If it is in foul territory, it will be foul.
5. **Bunting:** Is allowed, however the ball must completely cross the front of the kicking box to be considered fair.
6. **Rounding 1<sup>st</sup> base:** A runner may run through 1<sup>st</sup> base, but if the runner makes a deliberate or aggressive move towards 2<sup>nd</sup> base, they may be tagged out.
7. **Tagging up:** Runners must tag up for balls caught in fair or foul territory. If the ball is first touched in foul territory but not caught, it remains a foul ball and a dead play. Runners may advance as soon as the fielder makes initial contact with a caught ball.
8. **Force Outs:** 2 runners may not occupy the same base. A run will not count if the 3<sup>rd</sup> out is the result of any force out (includes tag of forced runner.)
9. **Baseline:** The baseline is the feet to either side in a straight line from the runner to the base they are advancing to and is established when a ball tag attempt occurs.
10. **Leading and Stealing:** Not allowed.