

Official TAP Kickball Rules-Fall 2011

KICKBALL TEAM RULES

PLAYER PARTICIPATION: Players may only play on their assigned teams, and may not substitute for another team. Any team found in violation of this rule will forfeit the game.

SUBSTITUTIONS: No person from another team or outside the league may substitute for absent players under. Teams found to playing with non-rostered players will automatically forfeit the game.

TEAM SIZE: Every team must have a minimum of 16 players on their roster, **with at least 6 of each gender.** Every team shall play each game with a minimum of 8 players and a maximum of 11 in the field at the same time. To ensure balanced co-ed play, **at least 4 players of each gender must be in the field and in the kicking lineup.** If a player is late, he or she must be placed at the end of the kicking order. If the late player's team is currently in the field, that player may immediately join the field if there are fewer than 11 players in the field. If a team does not have enough of one gender to meet this requirement, the team shall play a person short in the field for each missing player below the 4 minimum. No team shall play with fewer than 8 players, or it is a forfeit.

ROSTER: There is no limit to how many players may be placed on the kicking roster.

PLAYER RESTRICTIONS: All TAP players must be at least 21 years old. Players must work on Pease Tradeport or be the '**significant other**' of another player who works on the Tradeport

TEAM RESTRICTIONS: **All Company or Business sponsored teams must be TAP members.**

SPORTSMANSHIP: TAP expects sportsmanlike conduct from all players. This includes fairness, courtesy and grace, whether winning or losing, and whether in the game or at an TAP social event. Unsportsmanlike conduct is grounds for a player or team being removed from the game and/or league.

UNSPORTSMANLIKE PENALTY: TAP players who are ejected from two games for unsportsmanlike conduct will be suspended from the league and be disallowed from playing in any TAP league for a period of one year.

GAME UNIFORMS: All players may wear current official TAP-issued mesh pinnies during the game. An exception may be made for a team that purchases its own team T-shirts which should have (recommended not required) TAP Logo on the front and be of an approved color. The TAP pinnies shall be collected by the Home Team Captain on Game Day from the Commissioner and returned the next day to the Commissioner by that same Captain.

REFEREES: Each team must volunteer a referee once per week who must be present at least 10 minutes prior to the game at which they are refereeing. Only team captains or co-captains may discuss a rule with the referee. Calls by the referee are final and may not be discussed by any player during the game.

FORFEITS: A team shall forfeit a game if the team fails to field at least 8 players for a game, or if the team plays with a player who is not registered with their team.

Any team that forfeits shall still be required to provide a referee per the REFEREES rule.

INCLEMENT WEATHER: Should inclement weather cause a game cancellation, a notice will be e-mailed to the team Captains involved NLT 4:30pm on game day. TAP will attempt to reschedule cancelled games. TAP reserves the right to shorten the season if necessary due to inclement weather or other reason. No refunds or pro-rated refunds will be awarded due to these events.

KICKBALL GAME RULES

START OF THE GAME: The home team starts the game in the field, the visiting team bats/kicks first.

INNINGS: **Games shall last five full innings.** Should a given game reach 60 minutes in length, the official score shall be that of the last full inning played.

LINE-UP: Any number of players may participate in the starting line-up. Kicking order shall be set prior to the start of the game, and shall not change for the duration of the game. If any player shows up late to the game, that player shall be placed at the end of the kicking order as it was set prior to the game.

THE FIELD: The kickball field shall resemble a typical softball diamond of approximately 60 ft by 60 ft. The pitching mound shall be placed at the center of the diamond. The field shall include three bases and a home plate.

EQUIPMENT: The ball shall be a 10-inch rubber inflated playground ball provided by the TAP.

PITCHING / CATCHING: The pitcher shall pitch the ball by rolling the ball toward the kicker from the pitcher's mound. No "bouncing balls" are allowed – any pitch in which the ball is one foot or higher above the plate shall be considered a "ball". The pitcher and all field players must stay behind the pitching mound until the ball is kicked. The catcher must remain behind the kicker until the ball is kicked.

THE STRIKE ZONE: One foot to each side of and one foot above home plate shall be considered the strike zone. Any ball delivered outside this zone shall be considered a "ball".

KICKING: Players may use only their foot when kicking, and **must remain behind home plate** until the ball is kicked. There will be no run up allowed prior to kick. The use of any other part of the body to propel the ball shall be considered a “strike.”

RUNNING: A runner may run through first base and remain safe provided they make no move toward second base.

SLIDING: **No sliding is allowed.** Falling down is decided by the Referee with no discussion.

END OF PLAY: Once the pitcher has control of the ball at the pitcher’s mound, all runners shall remain at their present base, or, if between bases, on the next base, and play shall end.

STRIKES: The referee shall call a “strike” when the ball is delivered through the strike zone around home plate which the kicker fails to kick. On the third strike, the player shall be called out.

BALLS: The referee shall call a “ball” when the ball is delivered outside of the strike zone, or is a “bouncing ball” but the player does not kick. After the fourth “ball”, the player shall walk to first base, and all adjacent players already on bases shall advance one base.

FOULS: The referee shall call a “foul” when the ball is kicked in front of the plate, or is kicked such that it travels out of bounds in the infield. If the ball initially impacts in bounds in the outfield, it is a fair ball, even if the ball bounces or travels out of bounds. The boundaries of the field are the home-first base and third-home base lines, each extending indefinitely past first and third base respectively. The infield is the area inside the base lines. The outfield is the in-bounds area past the base lines. Fouls are counted separately from strikes for the first two strikes, but cannot be counted as the third strike. Four fouls is an out.

A PLAYER IS OUT IF:

- 1.Kicking, and commits three (3) strikes.
- 2.Kicking, and commits four (4) fouls.
- 3.Running, and is touched by the ball at any time while not on a base, except when hit in the head by a toss of the ball. Any time means any other time, including after the ball has bounced, rolled, etc.
- 4.Kicking and a fly ball is caught by a member of the opposing team.
- 5.Running and the base to which the runner is forced to run is tagged by an opposing player in possession of the ball.
- 6.Running and not on base when the ball is kicked.

BOUNCING OUT-OF-FIELD: Should the ball land in fair territory but bounce into unplayable territory, such as over a fence, into the street, into a body of water, or into thick brush, the kick shall not count as a home-run, but a double. If the ball lands directly into this unplayable territory without bouncing it shall be considered a home-run.

HEAD SHOTS: A runner shall be declared "safe" if at any point during a run toward a base the player is struck in the head by a ball tossed by a member of the opposing team. **The Umpire**

shall make a judgment call regarding the possibility that a runner ducked or stooped in order to be hit in the head.

STEALING: **Players may not steal a base.** All runners must have at least one foot on the base until the ball is kicked.

LEADING: **Leading the bases is not permitted.** All runners must have at least one foot on the base until the ball is kicked.

SCORING LIMITS: **When a team a team has scored 10 runs in a single inning that time at bat/kick for that inning is completed for that team. A 30 run 'Mercy Rule' is in place following a completion of, at least, 4 and 1/2 innings.**

FOOTWEAR: **No open-toed footwear allowed. No high heels allowed. No reinforced or hard toed footwear allowed. No Metal cleats or spikes allowed.**

HOME TEAM RESPONSILBILITIES: **The home team shall drag the field at the end of the game. The home team captain shall report the score to the Commissioner.**