

fun with friends sports *kickball rules*

1 – SPORTSMANSHIP

A. This rule is the most important. Everyone is here to have fun, meet new people, play sports, and partake in events. Be respectful and conscious of your actions. We take this rule very seriously, as members of FwF Sports we expect fun and inviting games full of sportsmanship and good will. Anyone found to be harassing, threatening, or otherwise a detriment to the FwF standard, will be removed from the game immediately, and further discipline will be enacted post game to the extent of suspensions or league banishment.

B. If the above sportsmanship rule is broken then the umpire will issue 1 warning to the player and make the team captain aware. The ump will state the warning based upon the player's behavior. Umpires have discretion at all times to skip a warning when any players language or behavior is hostile or threatening in any way.

•The 2nd warning, in the same game to the same player, will result in the player being removed from that game roster. If the team does not have enough players, they will have to play short and can't pick-up players. The team will take an out everytime that player's turn to kick comes. The player removed from the game must leave the field of play all together. The player cannot sit on the sidelines or be within hearing distance in the chance that they decide to further yell, taunt or threaten.

•If the player does not leave, the game will be called and the team will take a forfeit.

•If a player is ever tossed from a game, the team captain can ask that we remove that player from their roster permanantly, if they so wish. That player will not be reimursed if this does occur.

•If a player is tossed from more than 1 game in ANY of the FwF Leagues over 1 season, that player will be banned from the league.

•This behavior and the sportsmanship rule also does apply to how you talk to the umpires as well. If our staff is threatened and the umpire no longer feels safe, the player who made the threat will be removed from the league.

•If we must issue warnings to multiple players on the same team, the entire game will be called. The opposing team will take an automatic win. Be respectful and make for a comfortable playing and working environment for all. Aggressive behavior is not welcome in this league.

•If a player has received any form of suspension in any FwF league they will not be permitted to be on the field or near any FwF games.

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C. Any player that is suspended or removed from the league will not receive compensations for games not played. Players may request a review of their status after season's end for the upcoming seasons. ***Harassing, threatening, or attitude detrimental to FwF includes, but is not limited to, unnecessary roughness, fighting, verbal confrontations, threatening harm, and excessive arguing causing play stoppage. Officials have the discretion to determine if any of the above or other situations might violate FwF standards.

2 – GENERAL RULES

- A.** All players must be 18+ to play in our adult league.
- B.** All games will start promptly at the designated time unless the league itself is on a delay. There will be no allowance for players on their way, or away from the field.
- 7 players from the scheduled team's roster is the minimum requirement to play with for an actual game. If there are less than 7 people from said team, the game is a forfeit, but you can still play for fun.
 - Since many players also play softball, we may allow time for them to get to the field if a team does not have enough to play.
 - Player(s) who show up late will not be allowed in the game until the current inning changes, if play has started.
 - Teams can pick-up the permitted number of subs to start the game.
See Section 3 Rule D for more on substitute players
- C.** All players present must kick (unless injured) to make 11 players. However, if your team has 11 players present and you're the 12th, you may just observe the game (not kick or field). If your team has 10 or less players present and you're there and on the roster, you must play, subs can't be picked up for you to sit the bench.
- Everyone that is playing the field must kick
 - There is no limit to the number of rostered players that can be in the kicking lineup
- D.** We play 60 minute games or 7 innings, whichever comes first. No new innings will begin after the 50 minute mark.
- If 50 minutes occurs in the middle of the inning prior to the last inning being called, unlimited runs will not be given.
- E.** The inning ends when there are 3 outs or the run limit is reached.
- All innings will have a 6 run limit, except the last inning which is unlimited runs.
 - The Survival Rule is applied to the last inning. We will have no run limit to allow for epic comebacks! This will go into effect once "last inning" is called by the umpire. Last inning is the final inning allowed via time and might not be the 7th.
- F.** Each player will start their kick with no balls or strikes.
- 3 strikes count as an out.
 - 4 balls results in the kicker advancing to first base.
 - Fouls count as strikes so there's no extra foul.
- G.** Strike zone/box
- Pitches must completely cross in the strike zone/box and pass the home plate. If it stops before crossing home plate area, it's a ball.
 - Pitches must not bounce more than 6 inches from the ground when it gets to home plate. Any pitch that touches any of the strike zone lines is considered a strike as long as it completely crosses the home plate, as stated above
 - Please do not argue ball/strike calls as they will not be reversed once called by the umpire.
- H.** Mercy Rule is set at 20 runs.

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- a. If your team falls behind by 20 runs or more at any point in the game (except the last inning) then the game will be called.
- b. If HOME team is up by 20 runs before the 3rd out or before a 6th run is in that inning, the game will end.
- c. In the event that the home team is down by 20 runs, they will still get a chance to kick with unlimited runs for an epic come back. If the home team fails to tie the game the game will be over. Teams can continue play for fun/practice but the score will be set and ump will take a break.

I. Any stoppage in play due to official call review/discussion will not be taken out of time of play. Any stoppage of play that is caused by players will act on a continuous clock

- a. Only Captain or Co-Captain can question calls.
 - i. 1st offense will be a warning. 2nd offense player will be ejected from one game.
 - ii. In playoffs, it will be an automatic ejection after the 1st offense. See Section 1 Rule 2 for sportsmanship rule

J. Regular season games can end in a tie. Playoffs will not end in a tie.

K. Umpires will only call if a ball is foul. If nothing is said, the ball is considered fair and live.

L. Please understand that these rules cannot include every in-game scenario. Standard kickball rules apply to any scenario not covered by these rules.

3 – PLAYERS

A. Equipment

- a. Teams need to be uniformed, in some fashion. Even if it simply means wearing the same color shirts.
 - i. We do offer optional FwF Sports shirts at a big discount to players and they come with discounts around town if worn.
 - ii. There is no penalty for not matching. It is just preferred to keep the team spirit and it helps our umps make better calls.
- b. FwF provides everything you will need to play. We encourage cleats but they are not mandatory.
 - i. NO METAL CLEATS - if you are caught wearing metal cleats you will be removed from the game as it is a safety hazard. Second offense and after, you will be suspended for the season.

B. Roster

- a. 12 players per team minimum (no maximum) and meet gender requirements
- b. Players are NOT allowed to play until they pay. If we do not have confirmation of payment by a player or for a player, they will not be allowed to play.
- c. Players must play in at least 1 regular season game to be eligible to play in playoffs.

C. Gender requirements

- a. Teams must have a minimum of 3 females/males on the field at all times.
- b. In the event you are missing female/male player minimum
 - i. You will receive a “shadow out” at the bottom of the kicking order. For each one you are missing. Example: if you only have 1 female, you will have two outs at the

bottom of your kicking order.

ii. Additionally, your team will only be allowed to field 11 minus the missing player(s). Example: Your team is only playing with 2 female participants, thus you will be allowed to play with 10 players in the field even if you have more male players there.

D. Substitute players

a. Teams may not pick up subs if the roster does not meet the minimum requirements of 12 players that also meets the gender requirements.

b. Each team is allowed to pick-up substitute players in the regular season.

i. 4 substitute players allowed per game, and a team is only allowed to pick to 2 males and/or 2 females. However, the team must meet the minimum gender requirements.

c. No subs will be allowed for the playoffs.

d. Alternates must be registered with the league (any sport) OR must sign a waiver prior to playing. They can do this online at fwfsportsknoxville.com/kickball by simply creating an account.

i. League commissioner must receive notice of a sub not in the league prior to game start via email: sports@fwfknoxville.com or via our FB page messenger.

e. *If a player is hurt during a game, then their team does not have to take an out and a sub can also enter for them even if they make the 5th sub. This is only for an IN-GAME INJURY*

f. If you pick a player up to fill in due to a player running late, once that player has arrived they are to replace the pickup player once a new inning begins.

g. You may not pick a sub if you have 11 players present. The players on your roster must play unless injured. You cannot have a rostered player sitting out so you can pick another player up.

h. You can only sub up to the minimum amount needed to field, which is 11. For example, if you have 9 players then you can only get 2 subs to make 11.

i. If a team attempts to begin a regular season game with more subs than allowed, the players in question will be removed from the game with nobody able to take their spot, upon first violation. Upon second violation, players will be removed, and the captain will be removed from the team roster for the remainder of that game and the following game. Third violation will see players in question removed, and the captain removed from the roster for the remainder of the season.

4 – KICKING

A. Create a kicking order at the beginning of the game, and maintain it throughout.

a. There is no requirement for alternating gender.

b. Your kicking orders are up to you, but make sure everyone kicks, and in order of the lineup.

c. Any player who shows up late, after the game begins, must be placed at the bottom of your kicking order.

d. If a player kicks out of lineup order, and are caught by the fielding team, they will be called out once the ball is pitched. If they are not caught by the next kick, play will continue.

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- e. In order to file a complaint with the umpire about kicking order, lineups must be exchanged prior to the game. Without an exchange for lineups, complaints about kicking out of order will not be heard and difficult to prove, thus play will continue. Lineups MUST be exchanged, via the umpire, in playoffs prior to the game starting.
- f. If a player must leave in the middle of a game for any reason other than injury
 - i. Their team will receive an out in that position of the line up
 - ii. A sub cannot be picked up to replace this player. However, a rostered player that was observing may take their spot (if the same gender) to avoid penalties.

- B.** All male kicks must pass the line between first base, pitcher's mound, and 3rd base.
 - a. Any ball that does not pass this line will be considered a foul, and the kicker will return to home to re-kick, unless called out due to the 3rd foul.
 - b. The ball must clearly be more than halfway past the line and play will not stop for the umpire to examine. By waiting, the defense does risk the runner advancing and the umpire calling it fair.

- C.** The kicking player's plant foot must be entirely behind the line at the front of the kicker's box when the ball is kicked. If the foot is on or in front of the line, the ball will be called foul. Like with any foul ball, it can be caught and counted as an out.

- D.** If a ball is kicked foul and caught by the defense, it's an out. If an attempted catch is dropped, it's foul.

- E.** Ball striking object:
 - a. If a ball is kicked in fair territory but bounces or hits off of any obstruction (example, a fence) then it is still fair and in play.
 - b. Softball field –If the ball bounces or goes over the fence it is an automatic double if in fair territory. If it goes over in the air it is a homerun if fair.
 - c. Open field – Tree rule for Sundays will be dead ball ground rule double. All players on base would get 2 bases as well.
 - d. If a ball is thrown or knocked into foul territory by your own team while trying to make a play, it is still live. Unless it goes over a fence, into a crowd or deemed unretrievable, etc. Then the ump will call a dead ball and the runners will advance one base from the previous touched base.

- F.** The kicking team can not intentionally touch, yell at, or severely interfere, with a fielder making a catch. If they do, their runner/kicker will be called out even if the fielding team drops the ball.

5 – FIELDING

- A.** Each game will be played 11 vs 11 with each team fielding 4 outfielders, 4 infielders, a pitcher, and a catcher. The 11th player (rover) is allowed to float between infield/outfield.
 - a. A rover will not be permitted if the team does not have 11 players in the field.

- B.** There is no infield fly rule for kickball. If you do not know what that is, perfect. If you do know what that is, and you choose to attempt to drop a ball on purpose for the intent of initiating an advantageous situation, the umpire has full discretion to advance all runners. Example, a controlled drop will be considered a catch. Best efforts only!

- C.** A person may be thrown out on the base paths if the ball strikes them between the shoulders and feet. However, if a player is contacted in the head, the runner will be ruled safe. If the runner lowers their head, or otherwise moves their head to initiate contact, the runner will be deemed out, unless the runner is sliding.
- a. If a ball strikes you when running bases, you're out. Even if that ball was kicked by your team or if you kicked it then it taps you.
- D.** Pitching:
- a. Pitches must pass through the strike zone. See section "General Rules: G"
 - b. Pitches that are too fast or attacking may also be called a ball no matter when it crosses the strike zone. Balls must be pitched under handed, as no pitches can be thrown side armed/overhanded. The ball also may not spin more than a few inches when approaching a kicker. First warning of a pitch being too fast, thrown side/overhand, or too much spin is just a warning to the pitcher, the second is a ball, and following warnings may result in a free base to the kicker.
 - c. Please do not argue ball/strike calls as it delays games and won't be reversed.
 - d. Any pitch that does not cross the strike zone will be called an automatic ball. Pitches that stop on or before the plate are considered to not cross, thus being balls.
 - e. Any pitch that touches any of the strike zone lines and passes past the plate is a strike.
 - f. Pitchers can pitch from anywhere in the circle as long as both feet stay inside the circle.
 - g. Pitchers must not pass the line from 1 st to 3 rd with their feet in the performance of their pitch. Pitchers will be given a warning on first offense, an automatic ball on second offense, and a walk on exceeding offenses.
- E.** Any male kick that is fair and touched by the fielding team prior to passing the men's kick line will be considered in play.
- F.** Time can be called once ball is controlled in infield and runners have stopped advancement.
- a. Unless the runner is already in motion, they cannot take off for the next base as the ball is being thrown to the pitcher.
 - b. When time is called, if a runner is not more than halfway to the next base, they will be told to go back. This is at umpire discretion, so do not argue.
- G.** Any ball touched by the defense in fair territory prior to it touching the ground will be fair and in play. Even if it bounces off of the player and goes into foul territory.
- H.** ALL Infield defensive players must remain still while ball is pitched and remain still until ball contact is made. The ONLY exception is the pitcher, who may take a step or two during and after pitch delivery but must then stay still. Outfielders can move around as long as they remain in the outfield.
- a. The catcher must remain at the back of the kicking box until the kicker makes contact with the ball. The catcher must be on the opposite side of the kicker in the corner as to not interfere with the kick, until contact is made with the ball. The catcher does NOT have to stand behind the kicker.
 - b. If an infield defensive player does move too soon then it will result in a dead ball being called. First offense is a warning, second time, it counts as a ball, third and after the kicker will advance to first.

I. Only two additional fielders are allowed to play on the line from first to third base in addition to pitcher, 1B, and 3B. Fielders playing on this line must NOT cross it or move until the ball is kicked.

J. All fielders must be in the field of play until ball is kicked (exception: the catcher) or they are not eligible that play. If they attempt to make a play, all runners and/or kicker will automatically be called safe.

K. Fielders attempting to make an out at 1st base may only use the fielder's base to make an out, unless an errant throw takes the fielder into the path of the runner. In that case, the fielder may tag the outside (safety) base and the runner can use the inside base to avoid a collision.

L. Defensive substitutions are permitted.

6 – RUNNING

A. Base runners must make sure they touch bases. If they miss a base, the defense can take the ball, touch that base or player and the player is out. If a runner behind the player who missed the bag touches the bag the lead runner missed, the lead runner will be called out.

a. The umpires will do their best to watch this, however, do not argue if the call is missed. The umpire will not point this out if it happens.

B. Players running to first base must run to the orange safety base and NOT first base. This is to avoid collisions.

a. Teams will be allowed an additional warning for the first 2 game that they play. After this, it will be a single warning to the entire team and then an out if it continues.

b. If the first base must take the safety base to avoid a collision, then the runner can take the first base.

c. Runners are allowed to use first base if trying to advance to second

d. Overruns at first are ok if using the safety base, you will be called safe. As long as the runner makes no clear attempt to advance, they may turn either way to get back to first base. This is at the umpire's discretion.

i. Overruns to first base who use the white base instead are considered live and can be tagged out after warnings have been given unless the safety base was blocked by the defender.

f. No sliding into first base. You will be called out.

C. A run does not count if the 3rd out is a force out or catch. The run will count if the 3rd out is not a force out if the runner scores before the 3rd out is made.

D. The Tag Up rule is in effect. Runners will be called out if the ball is caught in air and they do not tag-up before advancing bases.

a. Once the ball is touched, it is considered live and players on base can run. If a foul ball is caught, base runners can still tag and advance.

b. If a ball is kicked foul and caught, you can tag up on base and run.

E. No stealing or leading off. First offense of leading off will be a warning. Second offense in the same game will result in the player being called out who lead off.

- F.** We highly discourage head first sliding due to safety issues. All slides that are considered to be an attempt to initiate contact with another player, and not a legitimate move toward the base, will be deemed out.
 - a. Any player found to initiate unnecessary contact will be called out, and possibly ejected from the game under the FwF sportsmanship rule.
- G.** Teams are allowed 1 male & 1 female pinch runner per inning. This runner must not be on base when it's their turn to kick otherwise they will be called out.
- H.** Because the bases will occasionally move, the painted white box is also considered the base.

7 – OTHER POLICIES

- A.** All captains will be notified if there is a rain out, or games are called due to extenuating circumstances. These games will be made up prior to or at the end of the season, prior to playoffs. Makeup games could include playing in double headers if time permits.
- B.** There is a captain's chat for quick communication. The captain should be relaying information to their team/players.
- C.** Public Park:
 - a. The league will try to provide game-time music. Music will be edited.
 - i. If you wish to play music for your team it must be edited.
 - b. There is NO alcohol allowed at public parks. Please use koozies & discretion.
 - c. We provide trash bags. Please pick up after yourselves.
 - d. Please refrain from loud profanity if possible to be respectful of families at the park.
- D.** Any player that is injured to the point where they must be removed from active play is not permitted to return to the game. Exceptions may be made by the umpire for bandaging a wound.

8 – MISCELLANEOUS

- A.** Winning team will get a discount any following season of FwF Kickball. This is non-transferable to another individual or sport except kickball. Winning team will get pictures with our FwF Silver Cup trophy and their team name added to the plaque. Winning team will also get custom FwF Champions medals to take home or can option items from the shop instead.
- B.** If we have 9 teams or more, then we will hold 2 playoff divisions. The top 6-8, pending how many teams we have in a season, will play in the Silver Cup division. The lower will play in the Solo Cup division. Each division has it's own trophy & reward.
- C.** A forfeit score will be 0-10.
- D.** League standings are based on win, loss and tie record first. Runs scored are used to for tie-breakers. If a further tie-breaker is necessary, runs allowed break that tie.
- E.** All teams must have their players registered by the end of the 3rd week of games taking place in the regular season. Any player not registered by this time will NOT be eligible for playoffs. Players will not be added to rosters after week 3. Any player not on the roster is considered a

substitute player. Which means they are not eligible for playoffs nor can they play if the team already has 11 rostered players present. Please make sure your teammates are registered.

CONTACT INFORMATION:

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