



HAVE FUN! (seriously, have fun!)

- **NO ARGUING!** This is the 1 thing MVP doesn't joke about. It is important that every player understands that this league is just for fun. No arguing is tolerated. Whether it be with the umpire, the opposing team, or your own teammates, it's unacceptable. We realize our umpires will make a bad call from time-to-time (bad calls happen at the highest levels, they're definitely going to happen in an adult coed social kickball league). Rest assured they are trying their absolute best to make the correct calls. If a bad call is made, or your team has a question on a ruling, the team captain can politely have a discussion with the umpire. The umpires are not an enemy; they are good people who truly want to see everyone have a good time.
- If you're the type that gets salty after a loss, please keep it to yourself.

Kickball League Rules

1. The defense must have a pitcher and a catcher.
 - There are no substitutes for the catcher in the middle of the ½ inning; catchers may only be changed between innings.
 - The catcher must remain in the "catchers box" until the ball has been kicked.
2. The pitcher must have 1 foot on the orange "pitcher's mound" when the ball is released.
 - If the pitcher releases the ball without his foot on the pitcher's mound it is subject to be called a dead ball and must re-pitched.
3. The orange line in front of home plate is the "strike zone." If the ball touches/crosses any part of the orange line, it is within the strike zone. If it is outside the orange line it is a ball.
 - 3 strikes and the batter is out. 1. If the batter kicks a foul with two strikes, the batter is out.



4. A pitch that does not cross the strike zone and not kicked by the batter is deemed a ball. 4 balls and the batter will (walk) advance to first base.
5. The ball must bounce a minimum of TWO times or it will be deemed a ball
 - If the ball height is more than 3 inches as it crosses the strike zone it is to be deemed a ball. This can be hard for the umpires to call, please feel free to ask them how they're calling/what they're looking for when you come up to bat.
6. The pitcher must roll the ball underhand. Overhand or side armed pitches are not permitted.
7. The kicker must remain behind the plate to kick. If the player kicks past the plate it will be ruled a foul ball. If it is the 3rd foul the batter will be out.
 - A small step in front of the orange line will likely be forgiven and go uncalled.
8. A kick is deemed a foul ball when:
 - The ball lands or is touched in foul territory.
 - a) Foul territory is anything outside of the baseline and orange cones.
 - The ball lands inside the foul line, but rolls outside the foul line before reaching the 1st or 3rd base lines without being touched.
 - b) A ball that lands past the 1st or 3rd base lines but rolls into foul territory shall be considered fair.
 - A male kicks the ball and stops before crossing the bunt line without the defense touching/playing it.
 - c) The bunt line is a white line from 3rd base to 1st base.
9. Base runners are allowed to run through first base, but must do so on the foul side.
 - If a kicker is running to first, he/she may run through first base, but he/she must use the foul side safety base. The first baseman must use the fair side orange base. Simply, the runner must remain in foul territory and the 1st baseman must remain in fair territory.



- If there isn't a play at first, and the runner intends on advancing to 2nd base, the base runner may touch the inside base. It is the first baseman's job to not impede the runner.
10. Stealing is not allowed. The runner must remain on the base until the ball is kicked. If the runner is caught intentionally leaving early he/she will be called out.
11. **Pitchers Circle Dead Ball.** When the pitcher (only the pitcher) has possession of the ball inside the large pitcher circle, the umpire is to yell DEAD BALL. Once DEAD BALL is yelled, the runners can advance 1 more base and the pitcher can attempt to get a runner out without fear of them advancing. **For example: There is a runner on 1st base. The ball is kicked to right field. The right fielder 1 hops the ball and throws it to the pitcher. The runner on 1st is now at 2nd and trying to advance to 3rd as DEAD BALL is called. The pitcher decides to go after the runner. His attempt to peg misses the runner and goes into left field. The runner has to remain at 3rd and the kicker can only advance to 2nd.**
- This is an equalizer rule. There are players of all ages and skill levels. You aren't to be rewarded for simply being 21 years old. 😊
12. Sliding is not permitted. This is a safety rule for the runner and defender. If you slide, you are OUT.
- **As of the Spring 2018 session, runners are ALLOWED to dive back to the base.**
 - The defender must allow the runner access to the base by standing behind or beside the base, not on top. If the defender blocks access to the base for the runner, the umpire reserves the right to deem the runner safe.
 - Our bases are oversized. This is strictly for the safety of the runner and defender.
 - You may Dodge, Duck, Dip, Dive, and Dodge to avoid being pegged by a ball, but you may not slide into a base.
 - Again, as of Spring 2018, runners are now allowed to drive BACK to the base.
13. There is no infield fly rule.
14. A kicker is out when:
- Fielder catches a fly ball before it touches the ground.



- Gets 3 strikes (fouls are considered strikes)
- The base is tagged by a defender while holding the ball on a force run.
- The runner is tagged or pegged by the ball while not on a base.
 - a) The fielder cannot throw at the runner's head. If a ball is thrown at a runner's head the umpire reserves the right to deem it "targeting" in which case the runner is safe.
 - b) The umpire also reserves the right to call it "no targeting" for various reasons:
 - I. Runner ducks into the throw
 - II. Thrower lobs it and it lands on top of the head or neck/shoulders
 - III. The ball was thrown from so far away there was absolutely no way it was intentional
- The runner is off base when the ball is pitched.

15. A runner is out when:

- He/She is hit by a ball while not on a base.
- He/She is being forced to another base by the runner behind him/her and the defense touches the base with the ball in hand before the runner gets there.
- The runner fails to tag up on a caught fly ball.
 - a) To tag up you must leave your base AFTER a fly ball has been touched. In the event you leave your base before the ball is touched the defense can throw the ball to your base for an OUT.
 - b) Note: The runner is allowed to tag up as soon as the ball is touched; regardless if it is bobbled.

16. In the event of an overthrow into foul territory, it is the responsibility of the defense to put position themselves to back it up, the ball is still live.



- The umpires reserve the right to award a runner(s) an additional base due to a ball being deemed unplayable (thrown in the parking lot, lake, etc...).
17. There is no limit to the amount of pinch runners, but the kicker must make it to first base before the pinch runner is awarded.
- This is a rule that is not to be abused.
 - The pinch runner must be the most recent out made by the same gender.
18. Any runner who punches or kicks a ball while running the bases, or attempts to punch or kick a ball from a defender, is immediately out. The play is called dead, and all runners currently on base must go back to their last touched base.
19. Runners cannot intentionally touch, yell at, or severely interfere with a fielder making a catch. Doing this will result in an automatic out.
20. To score a run, you must run through the finish line. Do not touch home plate. This is a safety rule to protect the runner and the catcher. The umpire reserves the right to call you OUT for failure to follow this rule. Please don't hesitate to ask an umpire for clarification and/or demonstration of this rule.
- If the catcher is in the running lane (blocking the finish line) the runner is to be called automatically safe.
21. BUNTING:
- Bunting IS NOT permitted by males. A male must kick the ball past the line across the diamond from 1st base to 3rd base.
 - a) If a male bunts (falls short of crossing the line), it is ruled a foul ball.
 - b) If a male bunts but the defense plays it, it is ruled a fair ball.
 - c) Bunting IS permitted by females.



Field Dimensions

1. The kickball diamond is a square with equal sides of 60 feet with a base at each corner.
2. The distance from home plate to second base and from first base to third base is 84 feet.
3. Cones are to be placed on the inside corners of 1st, 2nd, and 3rd base.
4. Cones are to be placed 30 feet behind 1st and 3rd base.
5. 1st, 2nd, and 3rd base are to be painted in a large 3'x3' box.
6. The foul lines are fair territory.
 - If the ball is in foul territory when it is touched, regardless if the player is standing in fair territory, the kick will be deemed foul.
 - If the ball is caught in foul territory it is an OUT.
7. Any live base runner hit with the ball is deemed out.
8. Any live base runner outside of the kicking box is an extension of fair territory, regardless if the runner is running in foul territory. If a runner is hit by a kicked ball, he/she is out, and the play continues as a fair ball.
9. The catchers box is to be 7' behind the 3rd base line and 10' long.

Team Rules

1. The team ROSTER minimum is 12 players with a gender minimum of 5.
2. The maximum number of players allowed on the field is 10, with a minimum of 4 per gender and a maximum of 6 per gender.
3. When a team has fewer than the required number of players of a specified gender, a player from the opposite gender CANNOT substitute. For example: If a team has 10 total players available at game time, but only 3 are female, the team may only play with 9 in the field (6 male, 3 female). All players get to bat, however.



4. The minimum number of players allowed on the field is 6 with no gender minimum. If there are less than 6 players the team will have to forfeit the game.
5. All players attending the game must be placed on the batting lineup unless a particular player has chosen not to play.
6. Players must wear their team appointed MVP Sports and Social shirt during games.
 - Substitute players filling in for a specific player who can't make it to the game will be allowed to play during the regular season. However, NO SUBSTITUTE PLAYERS ARE ALLOWED DURING THE PLAYOFFS.
7. Plastic or rubber (soft) cleats are permitted. **NO STEEL CLEATS.**
8. Games are 7 innings. If a game results in a tie after 7 innings an 8th inning will be played with a runner (last out) placed on 2nd base to start the inning. If the game is still tied after 8 innings, it will remain a tie.
9. **Everyone must respect the opposing team and the umpire. This is meant to be fun.**

Playoffs

1. All 16 teams make the playoff.
2. In the event there is a tie for playoff seeding, the head-to-head winner will be awarded the higher seed.
3. In the event there is no head-to-head matchup, strength of schedule will be used to determine your seed based on an MVP database from previous seasons.
4. In the playoffs -- If a game results in a tie after 8 innings each team will appoint 1 player to kick the ball from home plate to the pitcher's mound. The team who kicks the ball closest to the pitcher's mound will advance. We know this rule sucks and if there's enough time we will try to avoid it.