



Rules of Play

Updated 8/19/09

Please remember this tournament is for charity and fun, leave the killer instinct at home. Respect for other players and officials are required. Unsportsmanlike conduct may result in ejection from the tournament without a refund.

Teams

- Teams should have 12-14 players.
- Teams must field at least 8 players and **no more than 10**.
- Teams fielding 9 or 10 players must play 4 females.
- If a team fields 8 players, only 3 females are required.
- Teams must have a pitcher and a catcher.
- Remaining players may play wherever they choose, provided they comply with all rules.

Regulation Games

- Regulation games will last 35 minutes or 5 innings, whichever comes first.
- A team failing to field 8 players within 5 minutes of scheduled game time will lose by forfeit.

Equipment

- No metal cleats are allowed.

Pitching

- The pitcher may **NOT** move off the pitcher's plate until after the ball is kicked.
- No player may field in front of the pitcher, except the catcher.
- No player may advance beyond the 1st – 3rd base diagonal until the ball is kicked.
- The catcher must field directly behind the kicker and may not cross home plate until the ball is kicked. **Penalty: automatic walk.**
- Pitches should be underhand, and roll flat on the ground. **Umps have the authority to replace a pitcher that is consistently throwing "un-kickable" balls.**
- **ONLY** the pitcher is able to stand on the pitcher's plate and therefore is the only fielding player that can catch the ball on the pitcher's plate to call a runner to first out.

Kicking

- All kicks must occur at or behind home plate.
- The kicker must make a full kick. **A kicker who bunts the ball is out and the ball is immediately dead.**

Running

- Runners must stay within the base line. Unless making a play, fielders must stay out of the way. Runners impeded by any fielder within the base line will be safe at the base to which they were running.
- No leading off or stealing bases is allowed. **A runner cannot leave base until the kicker has made contact with the ball.**
- Runners may overrun 1st base only.
- All ties go to the runner; this call is made by umpire's discretion.
- There is no overthrow rule. A runner can take as many bases as they can get. Only exception is if a ball is out of field of play.
- Once the pitcher has the ball **ON PITCHERS PLATE**, play is over and runners must remain on base.
- If a runner (that is not out) is between two bases when the play is over, they may attempt to return to the base they were on or try to advance to the next base. They can be tagged out in either case.
- If a runner advances in front of another runner or touches another runner, the one who overruns will be called out.

Strike Zone

- The strike zone extends one foot on each edge of home plate, and below the knee of the kicker.

Strikes

- A count of three strikes constitutes an out.
A strike is:
 - A pitch within the strike zone not kicked.
 - A pitch missed by the kicker.
 - A foul ball.

Balls

- A count of four balls advances the kicker to first base.
A ball is:
 - A pitch outside of the strike zone.
 - Any pitcher or fielder advancing on home plate before the ball is kicked.
 - Any catcher crossing home plate or failing to field behind the kicker.

Fouls

- A count of three fouls is an out.
- A kicked ball lands out of bounds.
- A kicked ball lands in bounds, but travels out of bounds before it reaches 1st or 3rd base.
- Any ball touched by fielding team is automatically in play.

Outs

- A count of three outs completes a team's half of the inning.
An out is:
 - Any combination of three strikes/fouls
 - A runner touched by the ball at any time while not on base. If a runner is hit above the waist they will **not be considered out** and will be allowed to advance to the next base. The **ONLY exception** is if the runner ducks or dives and is subsequently hit below the waist.
 - A kicked ball is caught in fair or foul territory.
 - A ball is tagged on base to which a runner is forced to run.
 - **A runner off their base before the ball is kicked.**
 - The ball is returned to the pitcher on the pitcher's plate before a runner reaches 1st base.
 - A runner runs outside the base line to avoid being tagged.

Ball in Play

- Once the pitcher has the ball in control and on the mound, the play ends.
- If the runner intentionally touches or stops the ball, the play ends.
- If the umpire blows his/her whistle, play ends and the clock is stopped.