



ALL TEAM MEMBERS MUST CHECK-IN PRIOR TO COMPETITION

KICKBALL RULES

Format:

- 8 players (4 male + 4 female)
 - May play with 7 players (3 male + 3 female min.)
 - May play with a minimum of 6 players (3 male + 3 female)
 - Substitute players are ENCOURAGED.
- Double-Elimination Tournament
- 4 inning games
- Extra Innings:
 - If game is tied at the end of 4 innings, or after time expires: A new inning will be started, and the player who recorded the last out in the previous inning will start on 2nd base.

Equipment:

- NO METAL CLEATS ALLOWED (Rubber or Molded Cleats, or Tennis Shoes ONLY)
- Game ball will be provided.

Sport Specific Rules:

- Batting
 - Players will submit their batting lineup to the umpire at the beginning of each game. Players must use this lineup for the duration of the game. (No gender requirement).
 - You may only have 8 players in the batting order at a time.
 - **3-Pitch Rule:**
 - A member of your own team will pitch to your batters.
 - You will receive a maximum of 3 pitches per at bat. One of them must be in play (not a foul ball) or you will be declared out.
 - The pitcher can be substituted at any time.
 - Courtesy runners may be used once per inning (must be same sex).
 - If courtesy runner is in batting order, and is still on base for their turn to bat, their at-bat will be declared an out.
 - All kicks must occur at or behind home plate. Kicks made in front of the plate will be declared foul, and count as 1 of your 3 available pitches.
 - **Offensive Interference:**
 - If a batted ball touches the pitcher, the batter will be declared out.
 - If a batted ball touches a base runner, the runner will be declared out.
 - If a runner interferes with a fielder's attempt to make a play on any ball, the runner will be declared out. All other runners will return to their last occupied base.
 - **Bunt Line:** The bunt line is an arced line in front of the pitcher's mound that extends to the baseline on either side of the field.
 - Batters: In order for a Kick to be legal, the ball must roll on or past the bunt line before coming to a complete stop. If the ball stops within the zone, it will be declared foul.
 - Fielders: May not move in front of the bunt line until the ball is kicked. If the ball is touched by a fielder inside the zone before declared foul, the ball is live and in play. The fielder can choose to make a play on the ball, or take a chance the ball will stop before touching the bunt line.

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KICKBALL RULES cont.

- **Fielding**
 - There are no restrictions regarding player positioning on the field
 - Runner will be awarded one base on an overthrow out of play. Umpires discretion.
 - **Defensive Interference:**
 - A fielder may not hinder a runner's path to the base unless making a play on a batted ball, or fielding a thrown ball.
 - Fielders can record an out in any of the following ways:
 - Catching a fly ball
 - Stepping on lead base while in possession of the ball
 - Tagging batter/runner with the ball while not on base
 - Striking batter/runner with the ball, below the neck, while not on base
 - If the batter/runner is struck by the ball in the head/neck area while sliding, ducking, or dodging the ball, the runner will be declared out.

Other Rules

- **Substitution Rule:** Players may substitute during the middle of any inning. Players that substitute must remain in/out for one full inning.
- **Mercy Rule:** A team leading by 10 or more runs after 3 innings will be declared the winner
- **Inning Run Limit:** A team may only score a maximum of 10 runs per inning
 - **Exception:** Team can score unlimited runs in the final inning.
- In case of inclement weather, games will be modified to 3 innings.
- **Late Team / Forfeit Rule:**
 - Teams will have 10 minutes after their schedule game time to take the field, or will be declared a forfeit. Tournament Manager/Umpire is free to extend forfeit time at their discretion.

Ejection Policy

- Any player that is ejected from a game, for any reason, will automatically be suspended for the following league game, whether it be on that night, or the following week. Any ejected player will be asked to leave the property for the remainder of the game. Two ejections in one season will result in suspension for the remainder of the season and playoffs. Ejections will occur by using illegal equipment, fighting, taunting, running over runner/fielder, arguing with the umpire, etc.

After your first two rounds, game times are subjected to change. If not present at the start of your game, your game will be forfeited.

Akron Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as, interpret, modify, and enforce all rules and regulations.