

MYSITI ADULT KICKBALL RULES

Seven Games Guaranteed
Adult Co-Ed Kickball League - Teams of 11.
Customized Jerseys Encouraged!

-----RULES-----

TEAM ROSTERS:

Unless otherwise indicated in the gameplay rules for a sport, there is no maximum number of players allowed on a team's roster provided all players have signed the Team Roster and Waiver Form. It is the responsibility of all team captains to ensure players are in compliance with this policy. Teams have up until the third week of the season to make changes to their roster. After the third week, rosters will be frozen. Roster changes that require additional jerseys will be subject to availability. All roster changes must be communicated to and approved by the league office.

WAIVERS:

To be eligible to participate in any MYSITI league, tournament, or social event, each player must be confirmed on his or her team's roster and have agreed to the waiver. Team captains are responsible for ensuring that all members of their team have read and accepted the terms of the waiver policy. The waiver is included in the online registration process, including for those players invited to a team by a captain. The waiver can also be found by visiting your dashboard.

PLAYER RESTRICTIONS:

All MYSITI participants must be 21 years of age or older prior to their first scheduled game.

Players may only be on one roster for any given sport on a given night, regardless of if multiple divisions are offered. Violation of this rule may result in game forfeiture by both teams.

The MYSITI reserves the right to request a photo ID from any player at any time for any reason.

Teams that wish to challenge the eligibility of a player on their opponent's roster must make that request with an MYSITI Official as early as possible. Only individual players may be challenged. Entire teams may not be challenged.

Playoff team players will automatically have their roster spots verified by an MYSITI Official.

UNIFORMS:

Teams are allowed to bring their own uniforms if the entire team has a matching set. The only exception is in the case of a substitute. Jerseys must be worn on the outside of any clothing worn during play. If a team does not have a uniform, Mysiti will provide the team with a uniform.

UNIFORM ALTERATIONS:

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Players are permitted to modify their uniforms in any way provided they do not cover up or obscure any of the logos printed on the shirts and the resulting garment does not pose a threat to player safety.

DIVISION PREFERENCE:

Whenever possible, the MYSITI will separate programs into divisions based on playing experience, ability, and competitiveness. In the event multiple divisions are not possible, all players will be placed into a single division.

Division placement for all teams will be at the sole discretion of the MYSITI.

Any player, or team based on the majority of their players, that is determined to be in the incorrect division may, at any point during the season, be switched to the appropriate division at the discretion of the MYSITI.

DRONES:

Drones, model planes, and any other unmanned aircraft are not permitted at any MYSITI activity.

FINALE WEEK FOR LEAGUES:

In the final week of league play, the top teams will compete in a single-elimination playoff to determine the league champion. The playoff may be held on a day or at a venue other than the normal day and venue used for regular season games.

All other eligible teams in good standing with the league will be scheduled for a final game against a team similarly ranked in the final standings.

Championship and other participation prizes will be distributed at MYSITI discretion and include, but are not limited to, gift cards/vouchers to MYSITI partner establishments, league sponsor promotional items, and/or credits toward future MYSITI programs.

INCLEMENT WEATHER:

Prior to the start of the game, players and spectators should regularly check the MYSITI website and/or social media for venue status updates. Players will be notified through email, text message, and social media. Details are available on the MYSITI website.

Once the game has started, gameday coordinators will work with facilities coordinators and MYSITI Operations personnel to monitor weather and playing conditions in order to determine if play will need to be suspended and/or games postponed.

GAME RESCHEDULING:

In the event of inclement weather or any other event that causes games to be postponed, the MYSITI will make every effort to reschedule. In the event of multiple cancellations, the MYSITI reserves the option to shorten the regular season and/or the playoff schedule. Makeup games may be scheduled on weekdays other than those regularly scheduled. Makeup games may be scheduled at venues other than those regularly scheduled. Neither refunds nor pro-rated refunds will be given if the season is shortened due to inclement weather or due to actions taken by the venue.

FORFEITS:

If a team is short the minimum number of players to play a regulation game, the game will be ruled a forfeit.

In the case of an injured player, at the sole discretion of an MYSITI Official, a game may be continued if a team does not have the minimum number of players for a regulation game provided the team has a chance to win.

Teams forfeiting multiple games in a season are subject to removal from the league.

SPORTSMANSHIP:

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We are all adults, and the MYSITI expects all participants and spectators to act like it. Unsportsmanlike behavior may result in disqualification. At the request of an MYSITI Official, disqualified players or spectators must leave the playing area.

Repeated or egregious unsportsmanlike behavior, including refusal to leave the playing area, will result in an extended suspension term.

Suspended players are not permitted to attend any current or future MYSITI leagues, tournaments, races, and social events until after having received written approval from MYSITI Player Services. Violation of this policy may result in a team forfeit and additional suspension.

LET'S KEEP IT SOCIAL:

You may hear this from an MYSITI Official if someone is on the verge of committing an act not in accordance with the spirit of our programs. It is simply a reminder for everyone to calm down, play the game, and keep it social!

TAKE A BREAK:

If a player is exhibiting overly aggressive or unsportsmanlike behavior or is otherwise posing an unnecessary risk to themselves or others, he or she may be directed to "take a break" by an MYSITI Official. This is designed to prevent a more serious violation of MYSITI policies that would result in disqualification.

OVERLY COMPETITIVE PLAYERS:

All MYSITI sports are intended to be recreational. Any player or team who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of any MYSITI Official or gameday coordinator.

Overly competitive actions include, but are not necessarily limited to:

- Running up the score
- Refusing to include teammates in gameplay
- Repeatedly targeting weaker players
- Aggressive shouting (even if it is to yourself or a teammate)
- Being too Physical
- Arguing with, or directing negative comments toward, other players
- Arguing with, or directing negative comments toward, MYSITI Officials
- Attempting to deceive MYSITI Officials

DYNASTIES AND COMPETITION:

Everyone loves a little competition, but one team dominating a league season after season can spoil the fun for everybody.

If a group of players has dominated multiple seasons, the MYSITI will have the option to, in its sole discretion, request those players to form two or more separate teams to promote parity in the league or withdraw their registration entirely. All subsequent registrations must then be approved by the MYSITI prior to registering.

KICKBALL RULES

PLAYING AREA:

Some fields may have out of bounds areas. The umpire will declare these areas before the start of each game. If the ball enters one of these areas, the ball is dead and play

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will stop. Extra bases may be awarded depending on the particular field at the discretion of the umpire.

Some fields may utilize boundary markers other than painted lines, such as cones. Umpires will note these if used, however general field measurements will remain the same.

OFFICIALS:

The MYSITI will provide Umpires for all games. Arguing with Umpires will not be tolerated.

The umpire will be the official keeper of time and score in the game.

EQUIPMENT:

The MYSITI will provide all field equipment and kickballs.

Shoes are required for all players. Shoes with metal or ceramic cleats are not permitted.

PLAYING ROSTER:

The maximum number of players on the field is ten. The minimum number of players on the field is eight. The maximum number of males on the field is six. The minimum number of females on the field is two.

If a team is short the minimum number of players by game time, the game will start as scheduled with that team automatically becoming the visitor and KICKING first. If the minimum number of players does not show up upon completion of the first half of the first inning, the game will be considered a forfeit.

Players may request substitutes from other teams up to the minimum required to play. The minimum number of players to play an officiated exhibition game, and avoid the forfeit, is five.

Teams lose the ability to challenge a player's eligibility after the third inning, except in the case of a late-arriving player.

There are no substitutions in the kicking line-up.

If a team plays with fewer than four females, they must play short in the field.

All late arriving players may be inserted at any time. Late arrivals must be inserted into the bottom of the kicking order.

LINE-UP CARDS:

Completed line-ups must be shared between the umpire and captains. Cards must be filled out with each player's first name and gender. The umpire's card will be the official card. All changes to your line-up must be reported to the umpire.

FORMAT:

Each game consists of seven innings or as many as can be played in the time allotted, whichever is fewer. No new inning shall begin after 45 minutes. The inning in play when the umpire declares time has expired shall be completed to determine a winner.

Regular season games may end in a tie.

The game clock will start when the umpire concludes the team pregame meeting.

The home team will be determined with a competitive mini game.

Games will be considered complete after seven innings or time has expired, whichever occurs first. In the case of inclement weather or lighting failure, games will be considered complete after 30 minutes or 4 ½ innings provided the home team is leading. Games that have not reached this point will resume from the point of interruption at a later date.

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No new innings will start after the umpire has declared time expired. After the game is completed, teams are required to quickly clear the dugout for the next game.

SCORING:

The maximum number of runs allowed per inning is seven. After the seventh run crosses home plate, play will stop regardless of the number of outs.

The only exception to the seven-run rule shall be in the final inning as announced by the umpire. The away team shall have the opportunity to score seven runs or as many runs needed in order to gain a maximum three run advantage, whichever is greater. If multiple runs are scored on the final play that gives that team a three-run advantage, all runs shall count and that half inning will be over. The home team shall have the opportunity to score as many runs needed in order to gain a run advantage and win the game.

The run rule will be put into effect and the game called if one team is ahead by 12 runs or more upon completion of the fifth inning (top of the fifth if the home team is ahead), or ahead by 15 runs or more upon completion of the fourth inning (top of the fourth if the home team is ahead).

FIELDING:

In addition to standard softball rules, a runner can be put out by throwing the ball and hitting that runner in the area at or below the shoulders. Throwing the ball at a base will not put out a runner.

Hitting a runner with the ball above shoulder level is not allowed and the runner is safe, except for the following situations:

– If the runner intentionally uses the head to block the ball (runner is out). – If the runner is ducking, diving, or sliding (i.e. attempting to dodge the ball) and is hit in the head because of this (runner is out). – If the runner intentionally hits or kicks the ball out of bounds after being tagged out, the ball is dead and all runners must return to their original bases.

The maximum number of infielders is 6 (including the Pitcher and Catcher). Outfielders must stay in the outfield grass (or at least 15 feet outside the basepaths) until the ball is kicked. If an outfielder comes into the infield area before the ball is kicked and is in any way involved in the play, all affected runners will be ruled safe.

Fielding positions can be changed between players on the field while on defense, however new players may not substitute in except for a pitching change, the team is short fielders, or due to an injury. The batting order must always stay the same despite any changes in field position.

Fielders may occupy any defensive position, regardless of gender, provided overall roster and field requirements have been satisfied.

When a male is kicking, any two defensive players, other than the catcher, may advance as far forward as the press line prior to the ball being kicked. All other defensive players must remain behind the 1st-to-3rd restriction line until the ball is kicked.

When a female is kicking, all defensive players must remain behind the 1st-to-3rd restriction line until the ball is kicked.

Using the leg or foot to field a kicked or thrown ball is permitted.

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Fielders must stay out of the base path unless in the process of an immediate attempt at playing the ball. Fielders attempting to put a runner out may have one foot on a base but must lean out of the base path to avoid obstructing the runner.

Obstruction on the part of the fielder shall be at the sole discretion of the umpire with the runner being awarded a minimum of one base. If the runner gets on base regardless of the obstruction, the runner may be awarded the next base.

Once the ball has been returned to the infield and all action by runners has stopped, the umpire will call time to stop the play.

INTENTIONAL DROP RULE:

While there is no infield fly rule in MYSITI Kickball, if an infielder is deemed to have intentionally dropped a fly ball or line drive in fair territory in order to gain a defensive advantage, the umpire shall declare the play dead, rule the kicker out, and return runners to their original bases.

CATCHING:

The catching area is defined as the area the width of the strike zone and at least six feet behind home plate.

The catcher must remain in this area and maintain a position well away from the kicker until the kicker moves and makes a pre-kicking motion.

The catcher must remain behind the kicker and not interfere with the kick.

PITCHING:

The pitching area is defined as the area of the infield behind the 1st-to-3rd restriction line and approximately 10 feet wide (roughly two feet to either side of the strike zone).

Pitches must be released on or behind the 1st-to-3rd restriction line and from within the pitching area. One foot may pass the 1st-to-3rd restriction line upon pitch.

Pitches may be spun, curved, overhand, or underhand as long the pitched ball is either rolled or bounce at least twice before reaching the strike zone to be considered a strike. If a pitched ball bounces higher than one foot (as measured from the bottom of the ball) as it approaches the strike zone the pitch will be ruled a ball. However, the kicker does have the option of kicking it if he/she wishes.

The kicker, however, still has the option to kick the ball. All action will stand if the kicker elects to attempt to kick the ball.

The strike zone extends to one foot on both sides and one foot in front of home plate. There will be a box around home plate which marks the strike zone. If any part of the ball falls within the zone or hits the line (and meets the conditions above), then it is a strike.

If cones are being used to mark the strike zone, any pitched ball that contacts a cone will be ruled a ball. However, the kicker does have the option of kicking it if he/she wishes.

All walks are one base awards.

If the pitcher desires to walk a kicker intentionally, he may do so by notifying the home plate umpire who shall award the kicker first base. No pitches are required in order to award an intentional walk. A kicker may decline an intentional walk.

KICKING:

Kickers start 0-0. Each foul ball is counted as a strike up until the second strike. A courtesy foul ball will be awarded unless the kicker attempts to bunt and the ball becomes foul, then the ball will be considered the third strike.

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There are no gender limitations in the line-up. All players on the current team must kick. All kicks must be made by the foot only and touched only once. If a knee ball or double-kick occurs, the ball will be ruled foul.

The plant foot must be on or behind the line in front of home plate. If the line is crossed and the ball is put in play on the ground, it will be ruled foul.

If any foul kicked ball is caught on the fly by the fielding team, the kicker will be called out.

Kickers may not stop the ball with their foot and then kick it.

BUNTING:

Bunting is allowed.

There is not a bunt line. A kicked ball must remain within the field of play

A kicked ball that is contacted by a fielder before it contacts the ground will be ruled fair or foul depending on its position when contacted by the fielder.

When a male is kicking, any two defensive players, other than the catcher, may advance as far forward as the press line prior to the ball being kicked.

When a female is kicking, one female defensive player, other than the catcher, may advance as far forward as the press line prior to the ball being kicked

KICKING OUT OF ORDER:

If the error is discovered while the incorrect kicker is hitting, then the correct kicker will assume the ball/strike count of the incorrect kicker. If the error is discovered after the incorrect kicker has safely reached base, the incorrect kicker will be called out, and all runners will return to their original base. The opposing team must make the umpire aware of "kicking out of order" before a pitch is thrown to the next kicker. If it is not, then the incorrect kicker will stay on base with the kicking order continuing thereafter in the proper order.

BASERUNNERS:

Runners must stay within established base paths.

There is no leading off or stealing of bases. Doing so will result in the runner being called out.

Every field has an extra first base bag, known as the "safety" base, located outside the baseline. This is the bag that the runners must touch when running through first base.

The inside bag is for the fielders.

MYSITI Kickball is intended to be non-contact and all players must avoid unnecessary contact at all times. Runners must give themselves up, get out of the way, or slide.

Excessive or unsportsmanlike contact will result in an immediate ejection. At the discretion of the MYSITI, an ejected player may face further suspension.

Interference on the part of the runner or the fielder shall be at the sole discretion of the umpire.

Runners may tag on all fair and foul balls. In a tagging situation, the runner may leave base as soon as the ball is FIRST touched by a member of the fielding team.

On an overthrow, all players may continue to advance provided the ball is still in play.

The ball is dead if it touches sideline players, spectators, equipment, or goes out of bounds.

When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball.

The runner who is tagged is out and the other runner is safe and may stay on the base.

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HEAD FIRST SLIDE:

Runners may not engage in a “head first” slide when approaching any base on the field. If a runner’s momentum has caused them to overrun a base, they may “dive back” in a head first manner to regain possession of that base.

A runner may not slide head first when racing back in a missed base or tag-up situation.

COURTESY RUNNER:

Injured kickers may receive a courtesy runner once they have safely reached base, all action resulting from their hit has stopped, and time has been called by the umpire.

If a female kicker is injured, the last female out becomes the courtesy runner.

If a male kicker is injured, the last player out will become the courtesy runner, regardless of gender.

PLAYOFF RULES:

No new inning shall begin after 45 minutes.

If extra innings are required in a playoff game, both teams will have the opportunity to kick. The player who was at-kick the previous inning when the third out was recorded will start at second base with no outs. The kicker will start with a 3-2 count and no courtesy foul (1-pitch format). This format will continue for all extra innings until a winning team is established.

STANDINGS:

Teams earn three points for a win, one point for a tie, and zero points for a loss. Teams are ranked in order based on the following criteria:

- Total Standings Points
- Head to Head
- Total Runs Allowed
- Total Run Differential

TOURNAMENT VARIATIONS:

No new inning shall begin after 45 minutes. Preliminary round games may end in a tie.

Any rules not specifically mentioned here follow those set forth by the MYSITI governing officials.