

## HIVE ATHLETIC KICKBALL RULES

### OVERVIEW

- Play consists of 11 players (Max of 7 men) in the field at one time.
- Teams may play a legal game with 7 players (at least 3 women).
- THERE ARE NO POSITION REQUIREMENTS of any players, i.e. there need not be 2 females in outfield and 2 in the infield.
- The pitcher and fielders must stay behind the pitchers mound until the ball is kicked.
- The catcher or kicker is not allowed to cross home plate until the ball is contacted.
- All kicks must be made by foot and must occur at or behind home plate.
- Bunting is allowed, but limited to 3 per inning.
- If the kicker does contact the ball in front of home plate it will be considered a foul.
- All batters will start with a one ball, zero strike count.
- The “strike zone” extends to 1 foot on either side of home plate, and 1 foot high. Pitches must be rolled towards home plate. Pitches may not be bounced, only rolled towards the kicker! Pitches that bounce more than one foot above the ground will be considered an illegal pitch, and thus deemed a ball
- WALK RULE: If a male batter is walked in 3 pitches (meaning no strikes were thrown or foul balls were hit) and a female follows him in the batting order, the female has the choice to take a walk or bat.
- A batter with two strikes is allowed one foul ball, two fouls with two strikes, the batter is out.
- All games are seven innings or one hour (warm up time included); the last inning will start 10 - 15 minutes to the hour. The ump will enforce this rule and will make the call at the top of the final inning.
- To encourage participation, everyone present at the game must be in the kicking order and teams must play with 11 players in the field if they have enough to do so.
- No leadoffs or stealing, runners can leave the base once the ball crosses the plane of the plate or is hit by the batter. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning the batter will be first up in the next inning.
- Players are considered out by one of the following means:
  - (1) Striking out
  - (2) A fly ball caught by the defense
  - (3) A throw out at one of the lead bases
  - (4) The runner being tagged by the ball which is in possession of the defensive player (this does not include deflections off of a defensive player)
  - (5) A foul out
  - (6) A runner being struck by a thrown ball below the head while attempting to advance or return to a base.
- Games start on time!!! Teams must be prepared to play.
- Forfeit rule: 10 minutes after game time. If one team has less than the minimum number of players at ten past the designated start time, it is up to the staff and opposing team as to what is allowable - this decision will ultimately be made by the staff.

- Base runner to defensive player contact will be closely watched by the ump. Any excessive contact or collision will result in an “out” and/or ejection. This includes contact with the catcher. Sliding is allowed. Any sliding into a base to break up a double play, or any intentional (in the eyes of the monitor) interference with the defensive player, the runner and the batter will be called out.
- Hitting a runner with a thrown ball above shoulder level is not allowed. Any runner hit above the shoulders is considered safe and will be awarded an additional base. Players may be hit anywhere below the shoulders with a thrown ball and will be considered out. If the runner intentionally uses their head to block the ball, in the eyes of the official, will be deemed out.
- A foul kick above the batter’s head may be caught for an out.
- There cannot be more than 7 players on the infield at any one time. Once contact has been made the outfielders may cross the line. If an outfielder crosses the line before contact has been made the kicker may be awarded first base.

LEAGUE POLICIES FORFEITS: If you know in advance that your team is going to forfeit a game, we encourage you to call (201-528-5129) or email (info@hiveathletic.com) our office, so that we can notify your opponent.

STANDINGS: The updated standings will be posted weekly online.

#### PLAYOFFS:

- Playoffs will begin immediately following the end of the regular season and will typically be played in one night.
- No substitutes will be allowed during playoffs. All players must have signed the waiver by the third week of the season in order to be eligible for playoffs.
- Playoff eligible teams will be determined on a league by league basis. Any questions regarding rules, policies, or eligibility of players must be addressed before the start of the game. Any team that would like to challenge the eligibility of an opposing player must do so before the start of the playoff game. No protests will be considered valid after a game has started.

WAIVERS: In order to participate in the league, each participant must sign the online waiver. Waivers are provided and must be completed and submitted in no later than the first night of play. Players must sign the waiver in order to be eligible for playoffs.

PLAYER ELIGIBILITY: Players who have been placed on the roster and signed the waiver are eligible for playoffs. A formal protest may be filed before a playoff game if an opposing player’s eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #) in writing to a HIVE ATHLETIC staff member prior to the start of the game. This qualifies as an official protest. Any protest made during a game or after a game will NOT be considered a formal protest. The game will then be played in its entirety as scheduled. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question.

**SPORTSMANSHIP:** The idea of HIVE ATHLETIC is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league. Abuse of staff will not be tolerated. HIVE ATHLETIC reserves the right to remove a player from a game or a league if they are considered to be bringing down the quality of the league. HIVE ATHLETIC will not tolerate fighting! Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season.

**LEAGUE CANCELLATION/RAINOUT:** Please call our weather hotline for the most up to date information on any cancellations (201-528-3271). Leagues may be postponed due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. HIVE ATHLETIC staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league. If a game is postponed, HIVE ATHLETIC will change the weather hotline immediately. HIVE ATHLETIC will then email/text all of the captains to let them know if possible. It is then the captains' responsibility to inform all teammates of the cancellation. If a league is canceled on site, HIVE ATHLETIC staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site or not at all. If we do cancel, follow next week's schedule (ex. If April 13 is canceled teams should follow the April 20 schedule for their next game). The games that are canceled will be made up towards the end of the season. In extreme circumstances, HIVE ATHLETIC reserves the right to move games or weeks to an alternative location or schedule games on days other than your regularly scheduled league day/night if necessary.