

THE PLAYING FIELD

Field of play will equal the dimensions of a standard softball field (i.e., with the bases being about 60 feet or 20 paces apart).

EQUIPMENT

DCKickball will provide equipment. This will consist of a red 10-inch playground ball, bases and cones.

OFFICIALS

Teams will be assigned games to officiate either before their own game or after. Games will be officiated by two (2) to four (4) refs who will be scheduled and provided by all teams. The home plate referee is the alpha and the omega and issues all final rulings. Each team will provide a minimum of 2 players who must attend the scheduled Pre-Season Referee Clinic.

Only a team captain or co-captain may dispute a call with the referee. The referee has jurisdiction over the play and may penalize a player, including game ejection, for un-sportsman like conduct. Ejected players may not return to the game and if necessary may be asked to leave the premises; don't be a punk.

PARTICIPANTS

All players must be 21 years of age or older. Players may only play on a team on which they are registered. Exception: You may function as a substitute player for another team if they are short a man or woman. This is ONLY valid during the regular season.

DCKickball reserves the right to suspend any player at any time for unsportsmanlike conduct, violation of any rules, for failure to pay appropriate dues or for being a general pain in the ass, without any refund what so ever. Any team wishing to suspend any member for just reasons must do so on their own

FOULS & OUTS

A foul is:

A kick landing out of bounds. The foul is determined by where the ball lands not how it travels to get there. Remember that if such a kick is caught on the fly it is an out; A kick landing inbounds, but traveling out of bounds on its own before reaching first or third base. (Any ball touched by an inbounds fielder is automatically in play); A ball that is tipped while being kicked but continues to travel behind the kicker; ; but if such a kick is caught on the fly it is an out; A kicker touching (or kicking) the ball twice while on or behind home plate (i.e., in foul territory); but if such a kick is caught on the fly it is an out; Any foul that hits a tree or other outside object is a dead ball and not illegible to be caught for an out. The ball remains a foul; Three fouls is an out.

An out is:

A count of three strikes; a count of three fouls; a runner touched by the ball at anytime while not on base (unless a head shot); any kicked ball (fair or foul) that is caught before it hits the ground; a ball tag on a base to which a runner is forced to run; kicking out of order; a runner leading off the base or stealing; a count of three outs completes the team's half of the inning

BALL IN PLAY

Once the pitcher has the ball in control and is within 10 feet of the pitching strip, the play ends

For more information about DCKickball, visit www.dckickball.org

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DCKickball Rules of Play

The first and foremost rule of the game is to have fun. If you are hoping to recapture your athletic glories from the past, this is not the league for you. Absolutely no whining will be tolerated during the course of a game. The only players allowed to communicate with the referees are the captain and co-captain. Any abuse (verbal or otherwise) of the referees or other players will constitute an immediate ejection from the game. Repeated offenders will be banned from the league. No exceptions.

Any rule or situation not expressly defined here will default to MLB rules. At the end of the day, these calls will be made by the head ref. Whatever their call is, it stands, so don't be a "rule nazi".

ALL RULES DCKICKBALL

and provide DCKickball a written reason as to why. Again, no refunds. At the discretion of DCKickball, any member suspended may not in the future be allowed to participate in any further DCKickball events.

TEAMS

Each team must consist of a minimum of fifteen (15) players and no more than 26 players. A team may not play more than 11 players at a time in the field. Each team is required to have at least 4 women in the field in each inning.

Every player present is required to be in the kicking line up. Every player present is required to play at least one (1) inning in the field. If a team does not have the required minimum number of female players in the fielding lineup, then the team must forfeit.

If a team is playing with less than 10 players, they are not required to have a catcher. If a team cannot field at least 8 players, they automatically forfeit.

Each team shall have one Captain and one Co-Captain who are charged with:

- Making sure that only players registered on their team are participating on their behalf in a game;
- Insuring that their players kick in the same order through out the game (if necessary, teams can exchange kicking lineups prior to the game);
- Disputing a call on the field and remaining cool at all times;
- Making sure everyone on their team understands the rules;
- Turning in the game results to the appropriate person;
- Staying in contact with DCKickball and attending all required league meetings;
- Communicating any changes in regards to scheduling or rules with his/her team
- Ensuring that everyone on his team is eligible to play;
- Contacting the other team and the league in the event of a forfeit by 2:00 pm;
- Providing the referees as they are scheduled.

Any team that forfeits three or more games will be removed from the remaining schedule and not be allowed to participate in any playoff situations. No refunds will be given and a team dropped by the

league may, at DCKickball's discretion, not be allowed to rejoin the next season.

DCKickball will provide team t-shirts to all teams. Players must wear their official t-shirt during all games. Teams are encouraged to be creative with names and t-shirts, without removing or obscuring the DCKickball logo or the logo of the sponsor bar.

REGULATION GAME

A regulation game shall consist of 5 innings. If a team is more than 15 minutes late, then they must forfeit. The away team will get first at kick. Home team shall be determined by the schedule (or a coin flip).

The game will be called in the event of uncooperative weather. The rules for game cancellation are defined by the parks in which we play. DCKickball will attempt to reschedule any canceled games. If a game is called due to weather and less than 3 complete innings have been played, the game is canceled and will be rescheduled (and replayed starting at 0-0, top of the 1st). If more than 3 full innings have been played, the final score will be the score at the end of the last complete full inning.

SPORTSMANSHIP

Players should have no intentional or unwelcome physical contact with opposing players. Doing so will be considered unsportsmanlike conduct and it will be at the discretion of the referee to issue warnings or eject offending players. A player must make the referee aware if he or she feels any contact was unwarranted.

Trash talking is permitted as long as it is not cruel, racially motivated, hateful, or a personal attack on another player. The trash talking should only be good natured and shall not be allowed to get out of hand. Threats of physical violence are in no way allowed. The team captain shall ensure that their players behave themselves.

Due to DC city regulations, consumption of alcohol on the fields is strictly prohibited. If a person is seen consuming alcohol on the field, that person's team immediately forfeits that day's game and may, at the discretion of DCKickball, be removed from the league.

PITCHING/CATCHING

The pitcher must plant their foot on the pitching strip as they wind-up to pitch. No running up to the strip to launch a pitch. Pitches must be underhanded. The ball must cross the plate within a foot on either side. The ball may not be more than 1 foot off the ground as it crosses the plate (bouncy).

The pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so results in a ball. All infielders must stay behind the imaginary line stretching from first to third base until the ball is kicked. Failure to do so results in a ball.

The catcher must field behind home plate before the ball is kicked. The catcher shall not interfere with the kicker in any way. Failure to abide by this rule results in a ball.

KICKING

All kicks must be made by the foot (Duh!). Any lower leg contact while attempting to kick the ball will be considered a kick regardless of where it strikes the leg or foot.

All kicks must occur at or behind home plate. Both feet must be on or behind home plate at the time the ball is kicked. If one or more feet are in front of home plate at the time the ball is kicked, it is a strike and the kick is called back (if such a kick is caught on the fly, it is an out).

Bunting is allowed. A bunt is defined as a kick that does not travel further than first or third base. A bunt must remain within bounds until it crosses past first or third base. Men who bunt may be mocked. Mercilessly.

Any fair kicked ball that travels outside of a reasonable area of play will result in a ground rule double. This doesn't pertain to the unlikely event of a home run kick; rather it pertains to fair balls that then bounce over a fence.

RUNNING

Runners must stay within the base line. Fielders must stay out of the base line unless they are attempting to tag a runner out or catch the ball. Fielders trying to

make an out on base may have their foot on base, but must lean out of the base line. Runners unfairly hindered by any fielder within the base line shall be safe at the base to which they were running.

Neither leading off base, nor stealing a base is allowed. A runner may only move off his/her base after the ball has been kicked. And you can't pass the runner in front of you. Nor can you pick up the runner in front of you and carry them. (Although that would be kinda cool). These are outs.

Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances one base. Exceptions: If the runner intentionally uses his head to block the ball. The runner is out. If the runner is ducking, diving or sliding (i.e. attempts to dodge the ball) and is hit in the head because of this, he/she is out.

If a kicked ball is caught on the fly, runners must tag their originating base (on or after the moment the ball is first touched by a fielder) before running to the next base.

Only one base on an overthrow is allowed to the runner. The one base is not automatic and the runner must take the risk of being made out. The one base is only available before the play ends.

STRIKES

The strike zone is one (1) foot on either side of the plate and is one foot high. As long as any part of the ball passes through the strike zone, the ball is a strike. A kick occurring in front of home plate is also a strike (if such a kick is caught on the fly, it is an out).

BALLS

A ball is:

- A pitch outside the strike zone;
- the catcher interfering with the kicker or being in front of home base before the ball is kicked;
- any player crossing the "line" that runs from first to third and cross the pitching mound;
- four (4) balls will get you to first base.