



HAPPY HOUR KICKBALL

OFFICIAL RULES

Good Sportsmanship

All players participating and registered in **Happy Hour Kickball** games shall behave in a sportsmanlike manner.

Any players behaving in an unsportsmanlike manner shall be ejected from the field of play and if deemed necessary suspended from the league.

Unsportsmanlike behavior can consist of but is not limited to the following:

1) Any personal attacks or harassment based on gender, race, religion, age, sexual orientation, and national origin

2) Physical violence or threat of physical violence of any kind

3) Taunting in a manner that is malicious or un-welcome.

***Note:** Good natured taunting is allowed so long as it does not conflict with rule 1. In the instance where a team is offended by any taunting they shall inform the home-plate referee. The referee shall inform the opposing team's captain and request that the taunting cease. If the taunting does not cease, the home plate referee can eject the offending player(s) and award a forfeit, as deemed necessary.*

Happy Hour Kickball is primarily a social organization with the goal of providing a forum for individuals age 21 and over to meet and interact while participating in a relaxed pseudo-sporty atmosphere. Should any player threaten this goal with their behavior, **Happy Hour Kickball** reserves the right to refuse this player's continued involvement in the league.

Alcoholic Beverages at the Fields of Play

Alcoholic beverages of any kind ARE PROHIBITED on the field of play and in the parking lot before, during and after games. Any player caught violating this rule will be immediately dismissed from the league and their team will forfeit any game said player participated in.*

* **All applicable federal, state, or local laws apply while at the fields.**

Trash

All trash shall be collected and not left at the fields following the completion of game play. Any team that is found to have left any trash at the field shall face the potential of forfeiting the following week's game.

Happy Hour Kickball is committed to an eco-environmental experience.

Inclement Weather

Should inclement weather threaten game play on the day a game is scheduled, all teams should report to the fields for game play at the appropriate hour.

Inclement weather can include, but is not limited to:

1. One-half inch or more of rain has fallen within the previous 24 hours;

2. Water is standing on the field;
3. Steady rain is falling; or
4. Lightning is occurring.

The **Happy Hour Kickball** [website](#) will be updated whether games will be cancelled. Please check **Happy Hour Kickball's** [Twitter Page](#) or [Facebook Page](#) to be sure, which will be updated as appropriate.

In the case of game cancellation due to inclement weather, **Happy Hour Kickball** shall make every effort to re-schedule games for the end of the season or a bye-week.

Players

All players shall:

- 1) Have read and signed the **Happy Hour Kickball** required waiver. Any player that has not signed the waiver shall be prohibited from participating in all games.
- 2) Be at least 21 years old on the day the pre-season opens.
- 3) Have health insurance that would cover any potential injury that could occur while playing, watching or refereeing kickball on the day the season opens.
- 4) Have paid their registration fee.

Refunds

Refunds for a placed registration will be considered up until 2 weeks prior to the season starting. Once said two week threshold has passed, no refunds will be considered.

Teams

All teams shall:

- 1) Consist of a minimum of 14 registered players and a maximum of 30 registered players.
- 2) Be limited to a maximum of 10 players in the field on defense, of which at least 4 must be women. Teams may field more than 4 women. If a team cannot field 4 women, they must play with one less man in the field for each woman they are missing. Ex: If a team only has 3 women, they can only field 5 men; for 2 women, only 4 men. For a game to be played, a team must be able to field at least 3 men and 1 women.
- 3) Have a captain and a co-captain.

Forfeits

A team shall automatically forfeit if it cannot field a minimum of 1 woman and 3 men. Forfeits shall be scored 5-0 in favor of the “winning” team. Forfeits shall not be an automatic occurrence when there is a lack of players. It will be at the discretion of a team with less than 8 players to determine if they would like to forfeit or play the game at a disadvantage.

If both teams have less than 8 players and do not wish to play the game, both captains can agree to accept a 0-0 tie as the game result. This decision shall be made by both captains before the scheduled game’s commencement. If this decision is agreed upon, the game shall not be rescheduled.

Teams that forfeit for any reason are encouraged to stay and play for fun.

Teams that forfeit must still provide a referee to the game preceding or following theirs (as applicable).

If a team does not provide a referee to the game preceding or following theirs, they will lose a point per occurrence in the league standings.

Team Captains

Team captains and co-captains shall be responsible for the following:

1. Disputing calls on the field. Only the captain or co-captain can argue a call with a referee.
2. Ensuring that all players on their team have signed their waiver and paid their registration fee.
3. Ensuring that their players have read and understand the rules provided by **Happy Hour Kickball**.
4. Ensuring that their players act in a sportsmanlike manner while on the fields of play.
5. Ensuring that a referee from their team is present for all games directly preceding theirs or following theirs (as applicable) throughout the entirety of the season and playoffs.

Equipment

Happy Hour Kickball shall provide all equipment needed for game play.

Equipment shall consist of bases, cones, a ball, a league provided t-shirt, score card and line-up card.

Uniforms

Happy Hour Kickball shall provide all registered players with a t-shirt. This t-shirt shall be considered the team’s uniform and all players shall be required to wear the shirt to be considered eligible to play during a game.

Players are permitted to alter their shirts with the following restrictions:

- 1) The **Happy Hour Kickball** logo, sponsor bar logo, and beverage logo, shall not be removed (this includes cutting), covered or obscured in any way.
- 2) No web addresses (other than that of Happy Hour Kickball), organization name, or phone number may be included on the shirt.
- 3) Any words, symbols, or phrases that would run contrary to the Good Sportsmanship rule.

Spikes

All spikes not made of metal are allowed during **Happy Hour Kickball** games.

Referees

All teams shall be assigned a game to officiate every week, either directly before their scheduled game or following their scheduled game.

All games shall have a minimum of two referees, one at home plate and one at first base.

The two referees assigned to a game shall determine between themselves who will referee home plate and first base.

The home plate referee will have the final authority to make all calls and rules interpretations, including player ejections and game forfeits.

A game can have a maximum of three referees, one at home plate, one at first base and one at third base. The home plate referee will have final say as to whether or not a third person will be allowed to referee a game. The additional referee cannot be the home plate referee.

Referees are required to ensure conformance with all **Happy Hour Kickball** rules during game play.

Referees shall make every effort to avoid contacting the ball.

Referees shall stand in foul territory.

Referee Responsibilities

The home plate referee shall be responsible for making the following calls:

- Balls and Strikes on pitched balls.
- Kicks that result in Foul Balls.
- Kicker stepping over home plate on kicked balls.
- Caught ball outs
- Calling runners halfway between first and second base and second and third base.
- Making all calls that occur in Left Field and Left Center Field.
- Plays that end at Third base and Home plate
- Ensure that the captains of each team are aware that they are the only players allowed to argue calls.

The first base referee shall be responsible for making the following calls:

- If the pitcher has crossed the painted line that crosses the infield by immediately shouting "Ball"

- Plays at First Base and Second Base
- Ensuring that the outfielders have not crossed into the deadzone before the ball is kicked and are situated behind the cones before play begins
- Calling runners halfway between third base and home plate.
- Making all calls that occur in Right Field and Right Center Field.

Note: *The responsibilities for each referee are detailed above, however if one of the referees has a clearer view of the play it is their responsibility to make the call and let the other referee know that they had the better angle.*

Happy Hour Kickball shall provide at least one referee clinic prior to the beginning of the season which shall be attended by at least one member of each team to ensure that the rules are understood and all questions answered as necessary.

Following games, teams should consider providing a beverage to the referees at the sponsor bar, but are not required to.

Home Team vs. Away Team

The regular season schedule will indicate which team is home and which is away.

All efforts shall be made to allow all teams to have the opportunity to be home and away an equal number of times during the season.

The away team shall kick first and the home team shall play defense first.

In the playoffs the home and away teams shall be designated by record, with the team having the most regular season points having the role as the home team.

The Playing Field

The kickball diamond is a square with equal sides of 60 feet played on a grass field. The pitching mound is in the center of the diamond, 42 feet from home plate, and directly aligned with the first base/third base diagonal.

A line shall be painted on the field from 1st and 3rd and the ball must cross the line to be considered "fair". Any ball that is not played that does not cross the line shall be considered foul.

A "runners" first base will be placed outside the foul line, directly adjacent to first base.

A "scoring" plate will be placed on the 3rd base side of the "kickers" home plate.

Cones shall be set at each base, the pitching stripe and 15 paces past each base into the outfield to signify the "dead zone." The "dead zone" is an area between each base and the closest position that each outfielder can play to the infield.

Per rule 6.1, outfielders can not enter the “dead zone” prior to the ball being kicked.

Regular Season Games

All regular season games shall begin promptly at 6:30 pm and 7:15 pm.

All regular season games shall last no more than six (6) innings. If the score is tied at the end of the sixth inning the game will end in a tie.

A regular season game will have to complete four (4) full innings for the game to count. If due to inclement weather a game has not completed four full innings, the game will not count and will be rescheduled (if possible). If a game has completed 4 full innings and is forced to be suspended due to inclement weather the score shall revert to the last completed full inning.

Forfeited games and mutually agreed upon 0-0 ties (see Fielding rules) shall not be rescheduled.

Regular season points shall be as follows: 2 points for a win, 1 point for a tie, and 0 points for a loss.

***Note:** Teams will be granted a 10 minute grace period if they do not have 8 players present, (5 men, 3 women). After 10 minutes, the game will begin with per the team rule on page 3.*

Playoff and Championship Games

All playoff games shall last six innings. If the score is tied at the end of six innings, the game shall go into extra innings, with both teams having the opportunity to kick at least once. If one team is ahead after the completion of an extra inning, they win. If not, another full extra inning will be played. Extra innings will continue in this fashion until there is a winner.

The championship game shall also last six innings. If the score is tied at the end of six innings, the game shall go into extra innings, with both teams having the opportunity to kick at least once. If one team is ahead after the completion of an extra inning, they win. If not, another full extra inning will be played. Extra innings will continue in this fashion until there is a winner.

Playoff Seeding

Playoff seeding is determined once the regular season has come to a conclusion and all regular season games have been played.

Playoff Seeding is determined by points amassed. Points are distributed as such: 2 points for a win, 1 point for a tie, and 0 points for a loss. The team with the most points will receive the #1 seed in the playoffs, and every team thereafter is slotted accordingly.

In the case of multiple teams having the same amounts of points seeding is determined on the following scale:

- 1) The team with the least amount of losses will receive the higher seed.

If the teams are still even:

2) If the teams have had a head to head matchup, the team that won said game would receive the higher seed.

If the teams are still even:

3) If the teams played in the same division, common opponents will be examined and the team with the better record against common opponents will received the higher seed.

If the teams are still even:

4) At this point, the teams run differential will be examined. At that point, team with the greater run differential will receive the higher seed.

If the teams are still even:

5) The team that allowed the least amount of runs will receive the higher seed.

If the teams are still even:

6) The team that donated the most money to charity (figured through superlative sales and silent and live auctions) will receive the higher seed.

If the teams are still even:

7) An HHKB official will flip a coin to determine the higher seed as there are no other possible ways that I can determine to break this deadlock!

Game Rules

****Any situations not addressed by these rules shall default to Softball rules and/or common sense.****

The objective of these rules is to promote a fun kickball environment that rewards offense. The rules have special provisions designed to punish hyper-aggressive and unsportsmanlike behavior. To the extent that the rules do not address every possible scenario, referees are encouraged to apply the above criteria in deciding on specific instances for which there is no clear guidance.

1.0 Kicking Line-up

The kicking line-up shall:

- 1) Consist of all men and women playing in the game. All players in the line-up must kick.
- 2) Be determined by each team's captain before the game begins.
- 3) Not be changed during the game, except as noted below, any instances of changing the line-up will result in the player kicking out of order being called out. Should a player be injured and unable to continue game play, their spot in the line-up shall be skipped and continue as before.

Should a player arrive late to the fields, they shall be placed at the end of the kicking order. The captain of the late arriving player shall make the home-plate referee and the opposing team's captain aware of this change.

2.0 Pitching

All pitches shall:

- 1) Be pitched by hand in an underhand manner. At time of release, the highest point of the ball shall be at or below the knee of the pitcher's leading leg. Failure to abide by this rule results in a ball.
- 2) Be made from behind the pitching stripe.
Any pitch made in front of the pitching stripe shall be considered a ball. A kicker can attempt a kick on such a pitch at their discretion. Should a player successfully kick a ball that has been called a ball and the result of which is an out, the player shall remain out.
- 3) Be made within 3 feet on either side of the pitching stripe.
Any pitch not made within this distance shall be considered a ball. A kicker can attempt a kick on such a pitch at their discretion. Should a player successfully

kick a ball that has been called a ball and the result of which is an out, the player shall remain out.

- 4) Not be thrown in a side-arm or overhand manner. Any side-arm or overhand pitch will be immediately called a ball.
- 5) Not bounce higher than one foot (12 inches) at any time after leaving the pitcher's hand.

Note: *The purpose of this rule is to provide the kicker with a fair opportunity to kick the ball; the kicker should not take advantage of poor field conditions to attempt to get a walk when pitches are clearly kickable.*

2.1 The Strike Zone

The width of the strike zone shall be constituted of the kicker's home plate and extend to the width of the kickball on either side. The strike-zone will be clearly marked on the field before the game begins. The strike zone shall be marked by two colored pitching stripes on either side of the plate.

Any pitch that is more than the width of the kickball from home plate upon crossing home plate shall be considered a ball.

Any pitch that is more than 12 inches off the ground upon crossing home plate shall be considered a ball.

Any ball that exceeds a height of 12 inches off the ground at any point when traveling from the pitcher to home plate shall be considered a ball.

2.1.1 Strikes

A strike is:

- 1) A pitch that passes within the strike zone that is not kicked.
- 2) Any pitch that is swung on and missed.
- 3) Any pitch that touches the demarcated strike zone.

A count of three strikes results in an out.

Note: *Unlike in baseball a dropped third strike by the catcher does not give the kicker the right to attempt to reach first base. A count of three strikes results in an out.*

For a pitched ball to be considered a strike, it must enter the strike zone at the top of the plate, any balls that cross into the strike zone that have not begun in the strike zone shall be considered a ball.

2.1.2 Balls

A ball is:

- 1) A pitch that passes outside of the strike zone that the kicker does not attempt to kick. Any attempt at kicking a ball that is outside of the strike zone and missed will be considered a strike.
- 2) Any ball pitched where any fielder has crossed the pitching stripe.
- 3) Any ball that is over 12 inches of height at any time after leaving the pitcher's hand.
- 4) Any ball that is pitched in a side-arm or overhand manner.
- 5) Any time the catcher is in front of the kicker at any time prior to the kicker making contact with the ball.

A count of four balls results in a walk.

Note: *Intentional walks or attempted intentional walks are strictly prohibited. If the home plate referee determines that an intentional walk has occurred, the kicker will be granted second base and all runners on base shall move forward accordingly.*

2.1.3 Foul Balls

A foul ball is a ball that:

- 1) Is kicked and goes out of bounds before reaching first or third base.
- 2) Is touched above the knee by the kicker that goes forward into fair territory.

Any foul ball touched out of bounds can be caught for an out; however a catch attempted in foul territory that is dropped or missed is still a foul.

- 3) Does not cross the painted line between first and third base. Any balls that do not cross the line shall be considered a bunt and called a foul unless the fielder attempts to make a play on the ball. The runner should always run out every kick even if they believe it will not reach the painted line. Please see the "Playing Field" rules for further information.

Note: *That while there is a distance demarcation, all kicks must still be done in a full swinging motion. This line does not allow for bunts, or stopped balls to count as fair balls.*

- 4) Is kicked where the kicker's plant (non-kicking) leg is in front of home plate.
- 5) Is kicked in the air and lands out of bounds on the fly.

- 6) Lands in fair territory, but that rolls out of bounds before passing first or third base line.
- 7) Is kicked by the kicker and strikes any part of the kicker's body a second time while in foul territory.

A count of three fouls result in an out.

Note: *Once a kicked ball touches the ground in foul territory after crossing the plate it shall be immediately called a foul. Balls that roll foul and cross into fair territory before reaching the 1st or 3rd base are considered foul.*

Note: *A kicked ball is considered fair or foul solely on the relative position of the ball to the foul lines and not upon whether the fielder is in fair or foul territory at the time at which the fielder makes contact with the ball.*

2.1.4 Fair Balls

A fair ball is a kicked ball that:

- 1) Lands in fair territory and travels the minimum distance to cross the line painted on the field between first and third base, or a ball that any infielder attempts to play within the field of play.

Fair territory is anywhere within the base lines extending from home plate through first and third base and through right and left fields.

- 2) Is touched by a defensive player in fair territory.

A fair ball kicked in the air shall be considered fair once it lands in fair territory within the cones set up along the first and third base line.

A ball touched in fair territory that rolls into foul territory is still considered a fair ball.

- 3) Touches 1st or 3rd Base before traveling into Foul Territory.

2.2 Outs

An out is:

- 1) A count of three strikes against the kicker.

- 2) A count of three fouls against the kicker.

- 3) A ball caught on the fly in fair or foul territory.

Any ball can be caught anywhere on the field, in fair territory, foul territory or out of play by an active defender. For balls kicked off the field of play that are caught on the fly the call will be that the kicker is out.

- 4) A ball tagged to a base where the runner would be forced out.

- 5) A runner/kicker hit or touched by a ball in fair territory at any time while not on base.

Any runner hit in the head while running, will be allowed to proceed to the base they were running to and shall not be considered out, except when sliding or ducking to avoid a ball thrown.

- 6) A runner who interferes with a kicked or thrown ball while in fair territory.
- 7) A kicker who interferes with a defender attempting to make a catch on a pop up.
- 8) A runner leading off their base before the ball is kicked.
- 9) A base coach who interferes with a live ball.

Note: In the case where 2.2 #9 occurs, the kicker will be called out.

3.0 Kicking

All kicks shall take place at or behind home plate. Any kick that occurs as a result of the kicker's plant foot having been over homeplate shall be considered a foul. Rule 2.1.3 #4 applies

Players shall use only their foot or leg below the knee to make all kicks and must be at/or behind home plate.

All kicks must travel the minimum distance to cross the line painted on the field between first and third base to be considered fair. However, if a fielder attempts to make a play on a ball that has not reached the line, that ball will be considered fair.

Half kicks, stopped balls or bunted balls that do not cross the line shall be called a foul ball.

All kickers should attempt to run out every kick, even if they believe that the ball will not reach the fair/foul line painted on the infield. It is the discretion of the fielder to play any ball that is on the infield grass.

Bunting, stopping or half kicking the ball is NOT allowed by any players and a foul will be called and the captain will be alerted. Any ball that travels past the first to third base line shall not be considered a bunt.

Note: *Any ball that travels past the first to third base line shall not be considered a bunt, lest it be determined by the home plate referee that the kicker bunted.*

Note: *The intent of this kicking rule is to eliminate bunting and that the failure to abide by this rule may be considered poor sportsmanship. See the Good Sportsmanship rule for further info.*

4.0 Dead Balls

If a ball pops and is rendered un-useable on a kick, the kick shall not count and play shall be recommenced with a new ball. The pitch count shall revert to the count prior to the dead ball.

Once the pitcher has the ball within the infield in fair territory and is not making a play on a base or runner the play is called dead and runners can no longer advance to the next base or home plate.

Note: *Fair territory within the infield is considered the area within the diamond created by all four bases. Receiving the ball outside of the four bases will not end the play.*

5.0 Running The Bases

All runners must stay within the base line when attempting to reach a base or home plate.

Stealing or leading off of a base is not allowed. Any runner that is not touching their base when the pitcher pitches the ball shall be immediately called out. Runners cannot leave the base they are on until the ball has been kicked.

All ties go to the runner.

Any baserunner who causes illegal contact with a defensive player can be called for offensive interference (offensive interference can include running into a fielding player awaiting a kicked or thrown ball, knocking over a player not involved in a play) which shall result in the baserunner being called out. The play shall be immediately called dead and all base runners shall return to their last occupied base.

Runners shall run towards the "runner's" first base and shall run towards the scoring plate when attempting to score.

The catcher will use the "kickers" home plate to "force" advancing runners from 3rd. Runners advancing from 3rd base must tag the "scoring plate", while the catcher must use the "kickers" home plate.

Failure to utilize the "runner's" base or the "scoring plate" will result in a warning for a first offense to both teams. Any subsequent offenses shall result in the offending runner being called out.

Note: *Runners do not have to use the safety first base if there is no play at first, they may round the fielding first base to determine if they will attempt to take*

second base as well. Runners can not attempt to round the fielding first base in an effort to cause a dropped ball at first or to interfere with the first base person.

A runner who safely reaches first base but does not advance shall place their foot on the “fielder’s” first base before the next pitch is thrown.

For those plays necessitating that a runner return to first base after previously occupying that base, the runner shall return to the “fielder’s” base.

Runners can only overrun first base. However, any attempt to turn towards second can allow the runner to be tagged out if they are off first base.

Any runner who turns towards the next base can be tagged out when off the base.

Sliding is allowed.

Note: *The base line is defined as within three feet of either side of the line connecting adjacent bases.*

Any runner that makes it to first base, but needs a pinch runner due to injury shall be replaced on the base by the last player of the same gender who has recorded an out.

5.1 Base Coaches

All teams shall have the right to a first base coach and a third base coach when their team is kicking, but is not required by these rules.

Should a team choose to have base coaches it is reminded that they:

- 1) Are only to serve as advisory players and shall not interfere with game play.
- 2) Shall make every effort to avoid contacting the ball.
- 3) Shall stand in foul territory.
- 4) Are not permitted to assist a base runner in any way that involves physically touching the runner.

Note: *Should a base runner receive physical assistance from a base coach they will be called out. Physical assistance includes pulling/pushing a runner back to a base or pushing a player to remind them to run. Good natured high fiving or congratulatory pats on the back are not considered assistance.*

5.2 Overthrown Balls

Any overthrown ball that lands out of bounds and out of the field of play will result in a maximum of one additional base being awarded to the runner.

All runners should note that the free base is not a guarantee. Any ball retrieved can be used to get the runner attempting to reach the next base out.

5.3 Sliding

Runners shall be allowed to slide.

***Note:** Ducking or sliding to avoid a thrown ball is allowed, however the runner shall do so at their own risk as any part of the player's body (including the head) at that point can be hit by a thrown ball to attempt an out.*

5.4 Tag-ups

All runners must tag up before proceeding to the next base or the scoring home plate on a caught ball. A runner shall be considered to have tagged up provided they are in contact with the base at the moment or any point after a fly ball is first touched by a fielder. Upon tagging up, the base runner may proceed to the next base(s).

***Note:** This includes caught foul balls.*

5.5 Scoring

All runners attempting to score shall run to the "scoring" plate. If a team has scored 9 runs during their at-kick, the half-inning shall end regardless of the amount of outs.

***Note:** This rule does not apply to the 6th inning in the regular season and any inning during the playoffs. Scoring will continue in the final inning until the team kicking has reached their three outs or won the game.*

6.0 Fielding

All teams shall field no more than 10 players in the field.

Defensive players shall not be in the base line save for those attempting to make a play on the ball.

If a defensive player enters the base line or blocks a runner's access to a base in an attempt to stall a runner, the runner shall be declared safe at the base they were running to. It is the responsibility of the defensive player to get out of the base line when on defense and not involved with the play.

***Note:** Any fielder who intentionally obstructs a runner's path to the next base (or home plate) shall result in a dead ball situation. Rule 4.0 applies. If the head referee (in consultation with the first base referee) determines that the defensive player has obstructed the runner from achieving the next base (or home plate)*

they shall have the ability to award the next base (or home plate) if they feel that the runner would have been safe.

No defensive player can advance from their position until the ball is kicked.

No defensive player can purposefully drop a kicked fly ball in an effort to force a double play.

Note: *If either referee deems that any fielder has purposefully dropped a fly ball on the infield to cause a double play, the player that would advance to second will be granted second base and the kicker shall be called safe.*

Note: *When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.*

6.1 Outfielders

A team may have no more than 4 outfielders.

Outfielders shall remain at their position in the outfield advancing no further than the outfield demarcation cone before the ball is kicked. Once the kicker has made contact with the ball, the outfielders are free to move about the field.

If a ball is caught by an outfielder who has passed the outfield cone before the kicker has made contact with the ball, the kick shall be considered a single and the kicker shall take first base. Any other runner shall advance to their next base.

6.2 Infielders

A team may have no more than 6 infielders. If a team is not fielding a catcher (less than 10 fielders), that team may have no more than 5 infielders.

All infielders (except the catcher, see below) may not advance past the diagonal line (passing through the pitching stripe) from first to third base until the ball is kicked.

If a ball is kicked in the infield and it does not appear to have the speed to cross the painted line, the fielder can still attempt to make a play on the ball to get the runner out at first.

If any defensive player crosses the diagonal line before the ball is kicked, the pitch shall be called a ball.

6.3 Catchers

The catcher shall remain behind the kicker at all times and shall not cross home plate before the ball is kicked. Should this occur a ball shall be called. If a team is fielding the maximum 10 players, that team must field a catcher.

6.4 Ball In Play

Once the pitcher has control of the ball within the infield, the play shall be dead and no runners can advance any further. Once in control of the ball within the infield, if the pitcher attempts to tag a runner, play continues and runners may advance.

If the base runner is less than half way between the bases when the play ends, they shall return to the previous base, unless tagged out.

***Note:** A halfway line shall be demarcated through the use of cones placed between first and second (to be placed halfway between first and second base in the outfield at the equivalent spot of where the deadzone cone would sit), second and third (to be placed halfway between second and third base in the outfield at the equivalent spot of where the deadzone cone would sit) and third and home (to be placed halfway between third base and home plate to the left of the baseline so as to not impair the runners ability to score) to assist referees and runners to see what the ruling should be.*

***Note:** The pitcher must be returning to the pitching stripe, not fielding the ball or attempting to make a play on the runner for the play to be considered dead.*

6.5 Substitutions/Switches

Substitutions can only occur when play is dead.

When substitutions occur, the home plate referee must be alerted. Play shall not resume without the home plate referee's approval.

Once an inning begins, fielders can only switch positions if they are replacing an injured player.

Please note: switching defensive positions based on the kicker or gender of the kicker is not permitted. If the situation should arise where a fielding team does not have 10 players, the fielders they do have must remain in the same position for the entire inning.

Defensive substitutions do not need to be gender neutral as long as the team maintains a minimum of 4 women in the field.

If a team is playing with less than 10 players in the field, players can be added to the field at any point during the inning, when play is dead, without removing a player.

6.5.1 Injured Players

Any player who is injured and does not kick cannot play.

All injured players who do kick are required to get to first base. Any runner that makes it to first base, but needs a pinch runner due to injury shall be replaced on the base by the last player of the same gender who has recorded an out.

If a player is injured while playing the field said player can be substituted out for a player when the ball is not in play. While the substitute fielder does not have to be of the same gender as the injured player, the balance of men to women on the field must remain as detailed above (minimum 4 women on the field at once for a full 10 person defensive alignment). The home plate referee and the opposing captain shall be made aware of the change.

***Note:** It is at the injured player's discretion to continue to play or not, however if the home plate referee or the league feels that they could potentially be doing damage to themselves, **Happy Hour Kickball** reserves the right to overrule said player's decision.*

6.5.2 Ejections

Any player conducting themselves in an unsportsmanlike manner can be ejected at the discretion of the referees.