Players and Special Considerations

- A team will consist of eight (8) players with a minimum of six (6) needed to start and continue the game. A full roster will consist of sixteen (16) players.
- The defensive team **MUST** field a catcher. All other field positions are up to the defensive team to decide.
- The kicking team will designate a pitcher to pitch to their team. Each kicker will have a maximum of two (2) pitches to put the ball into play. When the kicker has a missed attempt, foul, or passes on the pitch it counts as a one of the tries. After two unsuccessful tries, the kicker is declared out.
- The pitcher must make every attempt possible to avoid interfering with the defensive team’s ability to make a play on the ball. Should it be determined that the pitcher impeded the defensive team’s ability to make a play, the batter will be declared out and all runners must return to their original base.

Rules

- The ball is put into play when the pitcher (provided by the kicking team) rolls the ball toward home plate and the kicker attempts to kick the ball. The kicker must wait for the ball to be within three (3) feet of home plate before kicking the ball. There are no walks.
- The kicker is out in situations like softball (force outs, pop outs, etc.) There is no infield-fly rule. In addition, a runner is out when they are hit by a thrown ball at or below the shoulders.
- Bunting is not permitted. You must make a full kick through to not be penalized. **Any attempt at a bunt will be an automatic out.**
- Leading off and stealing bases between pitches is **NOT** allowed. A runner who leaves the base before the pitch reaches home plate or is kicked, is declared out and the ball is dead. If a batter/runner is hit directly in the head with a thrown ball, the ball will be declared dead, and all runners will advance to the base they were proceeding to.
- A designated kicker or extra kicker is **NOT** allowed.
- Teams may kick all sixteen (16) players. The kicking order shall remain the same throughout the game. Players that arrive after the game has begun may only be added to the order if the kicking team has not gone through the full kicking order. Otherwise, they may be added to the end of the kicking order.

Scoring and Timing

- Game time is forfeit time. Teams should report to the field a minimum of 15 minutes before the scheduled start of the game.
- The game shall consist of 7 innings or a 55-minute time limit, whichever may occur first.
- Mercy rule is as follows:
  - 20 runs after 3 innings
  - 15 runs after 4 innings
  - 10 runs after 5 innings
PLAYER CONDUCT

- Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the field of play will result in suspension
- Team conduct will be registered following the game on a 1 to 6 scale.
- If a team does not have a 4 average on their team conduct, at the end of the regular season, they will not be allowed to play in the postseason tournament