

PRIDE SPORTS USA^{COM}

Pride Sports USA - Kickball Official Rules PrideSportsUSA.com TABLE OF CONTENTS 8.7.21

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Pride Sports USA is an adult sports organization consisting of all genders, sexualities and races ranging from 20-80 years old. Kickball is a game consisting of two teams, bases, and a 10 inch rubber ball. Played like baseball or softball, the object is to score more runs than the opposing team. All in all, games are played with 10 fielders.. (4 outfielders, 6 infielders), in 7 innings/50 mins, 2 base coaches, outs, and bunting. The following rules will be put into all kickball games played under PrideSportsUSA.com. For the enjoyment of the game, proper respect and sportsmanship is required of all participants toward one another. Fighting is not tolerated. There is a zero tolerance for discrimination towards race, gender, sexual orientation or anything for that matter. There is also a zero tolerance for unsportsmanlike behavior. All participants must respect and obey all rules and regulations in official Pride Sports USA - Kickball Rule Book!

First Rule of Pride Sports USA - Kickball is to **HAVE FUN!**

1. THE PLAYING FIELD

1.1

The field shall be established on a safe terrain grass/dirt suitable for play in accordance with the following provisions which equal the dimensions of a softball field.

- a. The kickball diamond is a square with equal sides of 60 feet.
- b. The distance from home plate to 2nd base and from 1st base to 3rd base is 84'10"
- c. The distance between any base shall be measured from the front corner of each.
- d. The pitching strip is in the center of the diamond, 42 feet 5 inches.
- e. The pitching strip is directly aligned with the 1st-3rd base diagonal.
- f. The pitching circle extends 7 feet from the center of the pitching strip.
- g. The sidelines are lines 20 feet on the outside of and parallel to the foul lines.
- h. The foul lines are fair territory.
- i. With notification to the Head Referee of any improper field set up, the field layout shall be fixed before the beginning of the next play.
- j. Optional Extra Base (Safety Base):
When available, an additional base may be set up adjacent to First Base to provide more room for the runner. If an Extra Base is used:
 - a. The Extra Base is only available for runners traveling from home plate.
 - b. Fielders trying to make an out on first base must touch the base in fair territory
 - c. Runners hindered by a fielder touching the base in foul territory (the Safety Base), will be safe.
 - d. Once a runner has reached first base safely the runner must start the next play on the First Base.
 - e. No additional base may be used at any other base.
 - f. The Runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Safety Base.
 - g. The runner may use First Base if attempting to advance to Second Base, or if there is no fielder on First Base.

2. UNIFORMS/EQUIPMENT

All players must have on their Pride Sports USA uniform from that current season to participate

in their games. The given uniforms from Pride Sports USA must be the teams official uniform for all the season games. Failure to do so will result in a forfeit. If a player does not have on their uniform the player can not play and no refunds for the games missed will be given. Only subs can play without a uniform but must wear a solid black shirt with no logos shown. (see rule 19 Subs for what a sub is)

Accepted Alterations

The only alterations that can be made to the uniform is cutting the sleeves, neck line, (if no sponsors are printed on the sleeve) and belly of the shirt making it a crop top. The Pride Sports USA Logo, and sponsors/ anything printed on the back must not be touched. Players can NOT print on or alter anything else on the uniform. If a player prints on their jersey they will have to pay to replace it.

2.1

FOOTWEAR

Metal cleats are **not** allowed. Some sort of athletic footwear is required to play. Cleats with plastic or rubber soles are recommended.

2.2

Players can wear protective equipment as long as it does not offer the wearer an unfair performance advantage. Any equipment turned down by the Head Referee as a performance enhancement must be removed or the player will be removed from the game.

2.3

Our official kickball has the Pride Sports USA Logo, measuring 10 inches in diameter when properly inflated to a pressure of 1 pounds per square inch.

2.4

All player attire is an extension of the player.

2.5

Gloves are not allowed unless it is winter and the gloves purpose is to keep a player warm

2.6

Team Color Selection

Colors will be determined by the team captain once they reach their minimum team size requirement of 16 players.

3. REFEREES

3.1

Games will be officiated by at least one authorized official referee. For championship games two or three officials may referee. The Head Referee governs all game play and issues all final rulings, and has final authority on equipment issues. When possible other Referees may assist these officials.

3.2

Prior to each game, the Head Referee must conduct a meeting with the Captains of each team, to flip a coin for who is home and away, to address any ground rules in effect, to ensure the exchange of team lineups and to identify the designated Captains who will be authorized to discuss calls with the Referees during the game.

3.3 Referees have jurisdiction over play and may:

a. call a time out;

b. penalize a player, warning (Yellow Card), including game ejection (Red Card), for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game, not following the park and city rules, not following Pride Sports USA's Code of Conduct and excessive verbal abuse. Ejected participants must leave the field area/park and may not return to the game.

3.4

Referees must:

a. keep a record of the final game score and report scores to league manager.

4. Player Eligibility

4.1

Players must be 20-80 years old on or before the league start date/tournament start date and be a paid league member on a current roster with a signed waiver (done during the registration process).

4.2

A sub is an eligibility player for the week they registered for at PrideSportsSub.com. (See more about what a sub is at section 19)

4.3

Any player must play defense by the 3rd inning.

Any fielding player must bat at least one time during the game.

5. TEAMS

5.1

Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning. Home and Away for regular season games and pool play games will be decided by a coin flip. Seeded games (Playoffs/Seeded Tournament play) the higher team will be home.

5.2

While fielding, each team must field at least eight (8) players and no more than ten (10) players on the field in uniform, which must include one pitcher. The other 7 players (excluding the pitcher) can play the field. The batting team can supply a non defensive catcher to help throw the ball back to the pitcher. The non defensive catcher supplied from the batting team will be the batter that is on deck.

5.3

For a given game, each team shall have one Captain who is responsible for the team.

The Captains may discuss calls with the Head Referee, but must accept the Head Referee's final ruling. Other players besides the Captains that dispute calls with the Referees are subject to ejection from the game and are not allowed to communicate with the official over rulings/calls about the game.

5.4

Late arriving Players

Players arriving after the game has started must be added to the bottom of the line up and the captain must inform the umpire on the late arrival.

5.5

Each team must have their full roster in the batting order.

5.6

Teams with less than 16 players on their roster will be subjected to receiving free agents.

In order to keep your team together, it is the captains responsibility to get 16 or more players on their team. Teams are subject to revert into free agents if the minimum number of players is not met. (Pride Sports USA will try its best to keep friends together but we are not always able to do so if the minimum number of players is not met.)

6. BASE COACHES

6.1

Two members of the team at bat, may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.

6.2

Base coaches may not physically assist runners while the ball is in play.

6.3

If the base coach makes contact with a runner in a way to help them stay on the base or pushing them in the direction of the next one will result as that player being out.

6.4

Once time is called the base coach can then touch the runner. High five etc.

7. REGULATION GAMES

7.1

Regulation games last seven (7) innings or 50 minutes which ever comes first. (No new innings after 50 mins)

- a. In the event of a tie score at the end of a **regular season game**, the game shall be marked as a tie.
- b. If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.
- c. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.
- d. If the score is tied going into the last inning or if time has expired, the home team has one last chance to take the lead and win the game. If the home team does not take the lead, the game will end in a tie and the away team does not get to bat again.
- e. If a team does not have at least 8 players in uniform at no later than 10 mins after the original game start time, the team with the fewest players will forfeit. With a losing score of 7-0.

-Different Divisional Play

f. If a lower Division Team is playing a high Division Team, the lower Division team will be awarded 1 additional run each inning the lower Division team scores.

Example - If the lower division team scores 3 runs on the first inning, they will end that half of the inning 4 - 0. Say the second inning the lower division team does not score any runs, they will not be rewarded an additional run.

7.2

A game that is called off by the Referee after three (3) full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. Regulation games called off that end in a tie shall be marked as a tie.

7.3

A game that is called off by the Referee for any reason before three (3) full innings of play shall not be considered a regulation game and a new game may or may not be rescheduled.

7.4

If 8 runs are scored in one inning by one team, then that half of the inning is over. If it is the last inning and the losing team is down by more than 8 runs, they are allowed to score more than 8 runs.

7.5

Games canceled due to weather may or may not be made up. Pride Sports USA will do what they can to play all the games in the original calendar season, but if games are canceled they can or can not be made up. If the games are canceled for good, no refund or partial refunds will be given.

8. PITCHING, CATCHING AND FIELDING

8.1

Balls must be pitched by hand. Balls must be pitched underhand or sidearmed as long as the palm faces upwards when released and the pitchers arm is under 90 degrees. 7 pitches is the maximum number of balls that can be pitched at a single at bat.

Proper Field Position

- a. **InFielders:** All in-fielders may charge the batters box once the ball is released from

9. KICKING

9.1

All kicks must be made by foot or leg up to the knee. Any ball touched by the foot or leg is a kick. If the ball is kicked with the bottom of the foot, the kick will result in a dead ball foul. (Dead ball foul - Runners can not advance, the ball is dead and it will count as a foul/strike against the kicker)

9.2

All kicks must occur:

a. At or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate.

-Result option A- If the kicker steps over the plate to kick and the ball is caught. The kicker is out.

-Result option B- If the kicker steps over the plate to kick and the ball is not caught, the call is a dead ball foul.

b. The kicker must start within the batters circle.

Double Kick

A double kick will result in a dead ball foul.

10. RUNNING AND SCORING

10.1

Runners must stay within the baseline. Any runner outside the baseline is out.

a. Runners may choose their path from one base to the next, and must follow a natural running arc.

b. Runners are free to change course to avoid interference with a fielder.

c. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.

d. If a player runs out of the baseline path, the runner will be called out by the umpire.

In this case, the ball does not have to touch the runner, simply the runner will be out and play continues.

10.2

Courtesy Runners

A courtesy runner will be the last out. One courtesy runner is allowed per inning. If it is the beginning of the game and there are no outs yet, the last kicker in the line up will be the courtesy runner.

10.3

Wrong Batting Order

1) Batting out of order results in a out. Appeal by defensive team must be made to umpire.

2) If the pitch is thrown with the wrong batter at the plate, and the out of order call is made while the batter is at the plate, the batter is out. Even if the batter didn't attempt to kick the ball.

3) If the batting out of order call is made after the batter has batted, play will resume as is, but an additional out will be added to the count.

10.4

Obstruction

Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on that base, but must lean out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.

10.5

No Leading Off nor Stealing Bases

Neither leading off base, nor stealing a base is allowed. A runner may advance once

the ball is kicked (On Contact) from their teammate at bat. If a runner is seen off base by the umpire, when the ball is kicked will be called out.

10.6

Tagging Up

Tagging up is a rule that prevents a base runner from advancing bases while the kickball is flying through the air. Tagging up is something base runners do when there is less than two out, and a kicker kicks a fly ball. If a fielder catches the ball (**in fair or foul territory**) the runner must touch the base they were previously at. Once the ball is caught by the fielder, the runner is cleared to go and will try advancing to the next base.

If the runner advances without tagging up once a fly ball is hit, and the ball is caught, the runner must go all the way back to their previous base before the fielder at that base gets the ball.

The umpire will not call the runner out automatically. The defensive team must throw the ball to the base where the runner started and then single to the umpire that the runner left early. A call will be made to the umpires discretion.

10.7

All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base or turns left into fair territory after touching first.

10.8

Base Running on Overthrows

a. An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base;

a1. An out of play overthrow ball, is when a ball is thrown into the dugout, over the fence or past the out of bounce line (20 feet past the foul lines).

b. A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into the dugout or over the fence (out of play).

This will come into play at the time the ball enters out of play territory.

c. One base on an overthrow out of play ball is a restriction on the runner – not an automatic right for the runner to advance.

d. If any fielder attempts to make an out before returning the ball to the pitcher, runners may continue base running.

10.9

A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force out play situation, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.

10.10

When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play.

10.11

Over the Fence Home Runs

Only one over the fence home run is allowed per team per inning. If a second home run is kicked in the same inning, the at-bat team must switch to the field, and that half of the inning is over.

10.12

Base runners can not pass each other nor make contact with another base runner. If contact is made the lead runner is out.

10.13

Force Outs/ None Forces Outs

A force play occurs when a baserunner is no longer permitted to legally occupy a base and must attempt to advance to the next base. The defense can retire the runner by tagging the

next base before they arrive, though not if the defensive team first forces out a trailing runner. In that instance, the force play is removed and the defense must tag the remaining runners to retire them.

First base tends to have the most force plays, as batters are eligible to be forced out at first any time they put the ball into fair territory and it is not caught in the air.

11. STRIKES

11.1

A count of three (3) strikes is an out.

11.2

A strike is:

- a. A pitch that is not kicked and is not called a ball, that enters any part of the strike zone.
- b. An attempted kick missed by the kicker inside or outside of the strike zone.

11.3

Foul balls count as strikes. The kicker is allowed 3 strikes which results as an out. 4 balls results as a walk (kicker gets to advance to first base). If a kicker has 2 strikes against them, and then kicks a foul ball, that is considered their courtesy foul. The next kick, if foul, will count as their 3rd strike and the batter is out.

11.4

7 pitches is the maximum number of balls that can be pitched at a single at bat.

Example

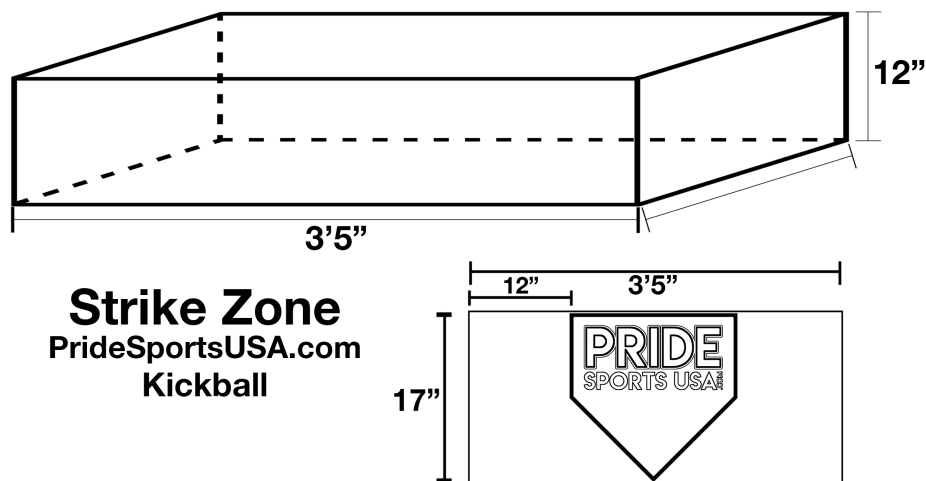
- a. If the count is at 2 strikes and the next ball pitched is kicked foul the count is 2 strikes, 0 balls and 1 courtesy foul. If the next ball pitched is kicked foul the batter is out and marked as strike 3.
- b. If the batter kicks 4 fouls in a row the batter is out. Because the first two foul kicks are marked as strikes. The third foul is marked as a foul aka (one to give or courtesy foul) and then the 4th kick being foul results as the third strike and therefor the batter is out.

11.5

If the ball hits the plate after bouncing at least two times, is a strike, no matter how bouncy the ball was before hitting the plate.

11.6

Strike Zone



11.7

What is a strike?

A pitched ball bouncing at least twice before home plate that makes contact with the imagery prism of which is the strike zone (See image above).

11.8

A kicked ball that is in foul territory counts as a strike. After 2 strikes, the batter gets one courtesy foul.

12. BALLS

12.1

A count of four (4) balls advances the kicker to first base (A Walk).

To the umpires discretion, if the pitcher intentionally walks a batter, the batter goes directly to second base.

12.2

A ball is:

- a. A pitch outside of the strike zone as judged by the Referee where a kick is not attempted.
- b. A pitched ball that does not touch the ground at least twice before reaching the strike zone.
- c. A pitched ball that is higher than 12 inches at the plate or crossing the strike zone.

13. FAIRS AND FOULS

13.1

A count of four consecutive (4) fouls is an out. Foul balls can count as strikes.

13.2

A foul ball is:

- a. A kicked ball first touching the ground in foul territory and staying in foul territory until a fielder touches the ball while it is still in foul.
- b. A kicked ball first touching a fielder or Referee who is in foul territory, while the ball is over/in foul territory.
- c. A kicked ball first landing in fair territory then rolling/spinning/bouncing into foul territory on its own at any time before crossing the 1st or 3rd base.
- e. A kick made with the bottom of the foot will result in a dead ball foul.
- f. A kicked ball kicked more than once or stopped in the kicking box by the kicker. (Double kick)
- g. A kicked ball first kicked outside of the kicking box. (Unless the defensive teams catches it, then the play will be deemed an out.)
- h. A kicked ball first touching a permanent object, such as a batting cage or fence.
- i. If a player tries to catch a fly ball that is going to be foul and misses it, the ball is a foul ball.
- j. If a player tries to catch a fly ball that is going foul and hits it into fair territory, the ball is still a foul ball.

13.3

A fair ball is:

- a. A kicked ball landing and remaining in fair territory.
- b. A kicked ball landing in fair territory then traveling into foul territory **beyond** the 1st or 3rd base.
- c. A kicked ball first touching a player or Referee in fair territory.
- d. A kicked ball landing in fair territory, then touched by a player in fair territory before touching the ground in foul territory.
- e. A kicked ball that touches a runner before touching the ground in foul territory.
- f. A kicked ball starting in foul territory but then travels into fair territory before a player touches it and before 1st or 3rd base, is a fair ball when touched by a playing in fair territory.

13.4

If a ball is caught in the air in FOUL TERRITORY the play is NOT over and runners may still advance at their own risk, but must tag up (More info on tagging up at Rule 10.6).

13.5

Any player or Referee in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when/if in foul territory.

14. OUTS

14.1

A count of three (3) outs by a team completes the team's half of the inning.

If the kicked ball touches a base running player at all, including a bounce or even off a direct kick from their own player, will be considered an out (If that player does not have contact with a base)

14.2

If a player is using medal cleats, that player will be marked as out.

15. BALL IN PLAY/ WHEN PLAY IS STOPPED

15.1

Once the pitcher has the ball in control and maintains possession of the ball on the mound or in the pitching circle, the play ends and "time" is called by the official. Runners who are off base and are half way or more may advance to that base at their own risk. Runners who are off base at this time and less than half way must return to the base which they were running from.

15.2

Interference is:

a. Defensive interference is an act by a fielder that hinders or prevents a runner from making it to first base. If the first baseman is blocking the runner from running through the base or gets in the runners way from trying to catch a wild throw preventing the base runner to run throw first base, the runner is safe.

b. Offensive interference is when any runner on or off base intentionally touches a ball, or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance.

15.3

Deflated Ball

During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball. The play is called as a dead ball, the batters count will go back to what it was before the kick that deflated the ball. If the player that kicked the ball is wearing medal cleats, the batter is out and the runners will return to where they were at the time the batter was at bat.

16. INJURY / SUBSTITUTIONS / HEAD SHOTS

16.1

In cases of injury, ejection or illness, a time-out may be requested for participant removal and replacement with a defensive substitute. The kicking order will not change as all players will be in the batting order. Simply the player that is hurt will just be skipped over. There will not be an automatic out given in this case. If the player is well enough to come back into the game, they will stay in the same line up spot as they originally were in.

(Captains communicate this with your umpire on if a player is injured so the opposing team does not protest your team for batting out of order.)

16.2

Injured players who do not kick shall not play in the game/Injured players who do not field shall not kick in the game.

16.3

Any player removed from the game for injury or illness must be noted on both team written kicking orders and mentioned to the Head Referee.

16.4

The pitcher is the only position that may switch mid inning with another player. A player in another position may not switch mid inning unless injured or unless they are switching with the pitcher.

16.5

A courtesy runner is allowed. One courtesy runner per team per inning. The kicker that needs a runner must still kick the ball and make it safe to their base in order to make the switch for a courtesy runner to come in. The new runner must be the most recent out.

If this is the beginning of the game and there are no outs, the player at the bottom of the line up will be the courtesy runner.

16.6

Players arriving after the game has started must be added to the bottom of the line up and the captain must inform the umpire and other team on the late arrival.

16.7

Head Shots

If a player gets hit directly in the head from a thrown ball, the play stops and the ball becomes dead. If there are other players on base, they get the base they were going to and the player that got hit is safe and will go to the base they were headed to at the time the ball hit them.

If the ball hits the ground or hits off their shoulder before hitting them in the head, the player will be out. The player must get hit directly in the head without the ball touching anything else in order for the player to be safe.

17. Tied Ball Games/Run Rule/Per Inning Mercy

17.1

Regular Season/Pool Play games **can** end in a tie.

Playoff Games **can not** end in a tie.

Tied Games for playoffs: A ONE PITCH rule shall be applied and the last batter must go to second base to start the inning:

The last batter of the previous inning shall be placed on 2nd base. Each batter gets ONE PITCH.

- Foul ball: Caught or dropped = OUT
- Strike: Swing or Called = OUT
- Ball: Batter is awarded a walk
- Batted Ball: Outcome of play

Pride Sports USA Kickball Run Rule:

- 20 runs ahead after 4 innings or 3 1/2 if the home team is ahead.
- 15 runs ahead after 5 innings or 4 1/2 if the home team is ahead.
- 10 runs ahead after 6 innings or 5 1/2 if the home team is ahead.

Per inning Mercy Rule

No more than 8 runs can be scored by a single team in an inning EXCEPT for the last inning of the game

18. Playoffs

Normal Pride Sports USA - Kickball Rules apply.

Home and Away? The higher seeded team will be the home team.

All Games: No new innings after 50 minutes.

Tie Games: A ONE PITCH rule shall be applied:

- The last batter of the previous inning shall be placed on 2nd base. Each batter gets ONE PITCH.

- Foul ball: Caught or dropped = OUT

- Strike: Swing or Called = OUT

- Ball: Batter is awarded a walk

- Batted Ball: Outcome of play

Player Line-ups: Teams must begin and finish with a minimum of 8 players in uniform to avoid a forfeit. Teams must have all players in the batting order.

No additional outs will be given if there are not 10 players that day.

There will not be an automatic out if a team only has 8 or 9 players.

Each player must play defense at least one time during the first 3 innings.

Bases:

If there are two bags at first base, the safety base rule is in effect. (Rule 1.1j)

This means if a player is running to first base for a single and does not touch the safety base and instead uses the first base mans base, that play may be called out.

PrideSportsUSA.com Run Rule:

- 20 runs ahead after 4 innings or 3 1/2 if the home team is ahead.

- 15 runs ahead after 5 innings or 4 1/2 if the home team is ahead.

- 10 runs ahead after 6 innings or 5 1/2 if the home team is ahead.

Home Runs:

Only one over the fence home run can occur per team per inning.

If two balls are kicked over the fence in the same inning, that half of the inning is over.

19. Subs

19.1

a. In Pride Sports USA - Kickball a sub is a player that is not a registered league member for the current season.

b. Each team is allowed up to 4 subs max during any regular season game. (A waiver must be signed online and \$15 per sub, must be paid online at **PrideSportsSubs.com**)

c. **Subs for playoffs and or championship games** must have subbed for at least four games during the current season with the team they are subbing for in the playoffs. If they did not sub in at least 4 games with the team they would like to play with in the playoff/championship games, then they are not eligible to play.

d. For Playoff/Championships games, a max of 2 subs per team are allowed.

e. You are not allowed to use players from another team for any regular season nor Playoff/ Championship games.

f. If a team takes the forfeit because they don't have enough players, they can then ask players from other teams to join the SCRIMAGE GAME that will be played in place of the regular season game. The game will count as a forfeit but we still want the players that showed up, to have fun.

20. Drinking

It is against city policy in most of the cities PrideSportsUSA.com is in. If consuming alcohol is allowed by the city or complex our games are at, our league does not allow drinking on the

fields while playing. You can drink in the dugouts or outside the fields at your own risk. If you appear to be intoxicated to the official, they will not allow you to play. Drink responsibly. No glass bottles are never allowed. Drink discreetly. No solo cups. We always have socials after the games at our sponsor bar, we recommend to save the drinking until then. Umpires do have the authority to eject any player from the fields if seen intoxicated.

21. Ejections/Unsportsmanlike Behavior

Ejections – PrideSportsUSA.com accordance: A player or coach removed from the game by the umpire, usually for an unsportsmanlike act or conduct. A flagrant act will require the player or coach to leave the field for the remainder of the game. A team may NOT continue to play shorthanded. If no substitutes are available, the game is a forfeit. If the umpire and/or designated tournament official(s) deems the unsportsmanlike act or conduct as malicious, the player might be ruled to not be eligible to participate in the rest of the tournament. Let's have fun and be good sports! Just be kind to the players, your own team, officials and directors. Easy as that.

Player Ejection Penalty: The player shall be removed from the current game, if upon official and directors discussion the player may be kicked out of the tournament. Tournament officials reserve the right to suspend and/or disqualify any ejected player for futures games of the tournament. if ejection is deemed to be threatening in nature to another player, umpire, spectator, tournament staff, park patron, animals or morally offensive.

22. Theme Week

Theme Week Rules - All players must still be in their Pride Sports USA Uniforms with the PSUSA logo, their jersey number and sponsor logos clearly visible. No heels nor boots are allowed on the field of play. Have fun with theme week but keep in mind we play at public parks that children can be at.

23. Other

23.1

The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. These are the Official rules that will be referred to if a conflict arises. These rules are maintained at PrideSportsUSA.com and are subject to change without notice.