



## **Pride Sports USA - Kickball Official Rules**

**PrideSportsUSA.com**

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**Pride Sports USA** is an adult sports organization consisting of all genders, sexualities and races ranging from 20 to 80 years old. For the enjoyment of the game, proper respect and sportsmanship is required of all participants. Fighting is not tolerated and there is zero-tolerance for discrimination against race, religion, gender and gender expression, or sexual orientation. There is zero-tolerance for unsportsmanlike behavior. All participants, officials, and spectators must respect our zero-tolerance policies and obey all rules and regulations in the official **Pride Sports USA - Kickball Rule Book**

Kickball is a game consisting of two teams, bases, and a 10-inch diameter rubber ball. Played like baseball or softball, the object is to score more runs than the opposing team. Games are played with 10 fielders (4 outfield and 6 infield) in 7 innings over 50 mins, with 2 base coaches, 3-outs, and bunting. The following rules are for all kickball games played under leagues and tournaments created by **Pride Sports USA**.

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

## The Playing Field

### 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 outside corner of the base.
  - d) The pitching strip is in the center of the diamond, 42 feet 5 inches and directly aligned along the 1<sup>st</sup> base - 3<sup>rd</sup> base diagonal.
  - e) The pitching circle is 14-foot diameter, marked circle centered on the center point of the pitching strip; the radius extends 7 feet from the center of the pitching strip.
  - f) The kicking circle is a 14-foot diameter, marked circle centered on a point 5-feet below the tip of home plate. The circle is only marked from foul-line to foul-line
  - g) The sidelines are lines 20 feet on the outside of and parallel to the foul lines.
  - h) The foul lines are fair territory.
- 1.2. 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.

### 1.3. Optional Extra Base (Safety Base)

- a) When available, an additional base may be set adjacent to First Base to provide more room for the runner.
- b) If an Extra Base is used:
  - i. The Extra Base is only available for runners traveling from home plate.
  - ii. Fielders trying to make an out on first base must touch the base in fair territory
  - iii. Runners traveling from home plate may not slide into first base. A runner sliding at first (from home plate) is out.<sup>1</sup>
  - iv. Runners hindered by a fielder touching the base in foul territory (the Safety Base), will be safe.
  - v. Once a runner has reached first base safely the runner must start the next play on the base in fair territory
  - vi. 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.
  - vii. The runner may use First Base if attempting to advance to Second Base, or if there is no fielder on First Base.
  - viii. No additional base may be used at any other base.

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## Uniforms/Equipment

### 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 cannot play and no refunds for the games missed will be given. Only substitute players may play without a uniform, but must wear a solid black shirt with no logos shown. (See Rule 19: Subs)

#### 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**

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<sup>1</sup> Rule Added 9-12-2022

**Sports USA** logo, and sponsors/ anything printed on the back must not be touched. Players may **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 may 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 League in a manner at their discretion.<sup>2</sup>

## Referees

### 3. REFEREES

- 3.1. Games will be officiated by at least one authorized official referee. For championship games two or three officials may referee.
- 3.2. The Head Referee governs all game play, issues all final rulings, and has final authority on equipment issues. When possible other Referees may assist these officials.
- 3.3. Prior to each game, the Head Referee must conduct a meeting with the captains of each team to:
  - a) flip a coin for who is home and away
  - b) address any ground rules in effect
  - c) ensure the exchange of team lineups
  - d) identify the designated Captains who will be authorized to discuss calls with the Referees during the game.
- 3.4. Referees have jurisdiction over play and may:
  - a) call a time out
  - b) penalize a player

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<sup>2</sup> Rule updated 9-12-2022

- i. 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.

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

## Player Eligibility

### 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 a player that is not a registered league member for the current season. A sub is only eligible to play for the week they registered for at PrideSportsSub.com. (See more about what a sub is at section 19).<sup>3</sup>
- 4.3. Every player must play defense (field) by the end of the 3rd inning; no player may only kick. Every player must kick at least once during the game unless the full kicking line-up is uncompleted; no player may only play defense.<sup>4</sup>

## Teams

### 5. TEAMS

- 5.1. Each game shall have two (2) participating teams:
  - a) the Away team, which kicks first each inning
  - b) the Home team, which kicks last each inning
  - c) Home and Away designation for regular season games and pool play games will be decided by a coin flip
  - d) 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. In the case of teams without 10 players, each team must

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<sup>3</sup> Rule clarified 9-12-2022

<sup>4</sup> Rule clarified 9-12-2022

play one (1) pitcher and one (1) catcher on the field, every inning. The remaining defensive players (excluding the pitcher) may play the field positions at the coach's discretion.<sup>5</sup>

5.3. For a given game, each team shall have one Captain who is responsible for the team. The Captain may discuss calls with the Head Referee, but must accept the Head Referee's final ruling. Players other than the Captain who 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 referee on the late arrival.

5.5. Each team must have their full roster in the kicking order.

5.6. Team Size: The recommended minimum team size is 16 players. In order to keep the team together.

- a) It is the team captain's responsibility to get 16 or more players on their team.
- b) Registered teams with less than 16 players on their roster when registration closes are subject to adjustment at the League's discretion. The League may:
  - ii. Place free agents on the team, if free agents are available; or
  - iii. Convert the team to free agent status and place members on other teams. Pride Sports USA will try its best to keep friends together but we are not always able to do so.<sup>6</sup>

## Base Coaches

### 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.

## Regulation Games

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<sup>5</sup> Rule updated 9-12-2022

<sup>6</sup> Rule clarified 9-12-2022

## 7. REGULATION GAMES

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

- a) In the event of a tied-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 immediately and the game is over.
- c) If the Home team takes the lead during the bottom of the final inning, that team wins immediately 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.
- f) **Different Divisional Play** - If a lower Division Team is playing a higher Division Team, the lower Division team will be awarded one (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 - x. If, in 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. Once 8 runs are scored in an inning that half of the inning is over. The most runs a team may score in one inning is 8 runs, with the exception of the last inning. In the last inning, if the losing team is down by more than 8 runs, they are allowed to score more than 8 runs.<sup>7</sup>

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<sup>7</sup> Rule clarified 9-12-2022



- 7.5. Games canceled due to weather may or may not be made up. The League will attempt to reschedule and play all games in the original calendar season. However, if cancelled games are unable to be rescheduled, no refund or partial refunds will be given.<sup>8</sup>

## Fielding / Pitching / Catching

### 8. FIELDING / PITCHING / CATCHING

#### 8.1. In-Fielders:

- a) In-fielders may only charge the kicking circle after the ball is released from the pitcher's hand.
- b) In-fielders must start behind the 1st base to 3rd base diagonal and may only pass the diagonal once the pitcher releases the ball.
- c) In-fielders inappropriately charging the kicking circle
  - i. on the first time will receive a warning by the referee
  - ii. on the second time and beyond, the referee will call an illegal pitch resulting in a ball. However, if the batter kicks the ball, the ball is live and the play will continue as is.

#### 8.2. Pitchers:<sup>9</sup>

- a) Balls must be pitched by hand
- b) Balls may not be pitched with two hands
- c) Balls must be pitched underhand or side-armed as long as the palm faces upwards when released and the pitcher's arm is under 90 degrees
- d) There is a maximum of seven (7) balls that can be pitched during a single at-bat.
- e) The pitcher must start the act of pitching with at least one foot on or within the Pitching Circle.
- f) The pitcher must have at least one foot on or behind the pitching strip when releasing the ball and must release the ball at or behind the pitching strip.
- g) The pitcher may not release the ball in front of the pitching strip
- h) Pitchers inappropriately releasing the ball: the referee will call an illegal pitch resulting in a ball. However, if the batter kicks the ball, the ball is live and the play will continue as is.

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<sup>8</sup> Rule clarified 9-12-2022

<sup>9</sup> Rule clarified 9-12-2022

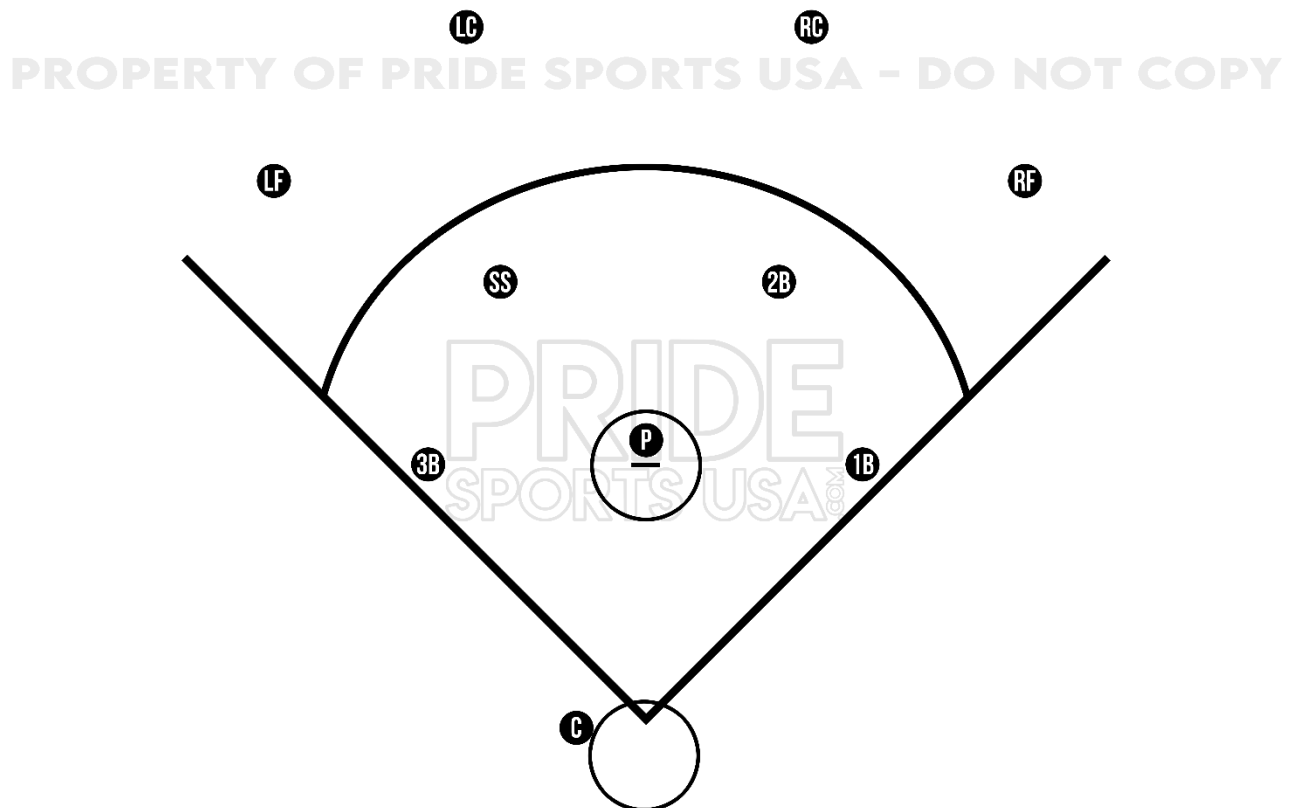
8.3. Intentional Walks - If a player is intentionally walked (by the referees discretion) the batter is rewarded to advance to second base.

8.4. Catchers:

- a) The catcher must be positioned on the kicking circle below the back tip of home plate; not outside or inside, but with at least one foot on the kicking circle standing below the back tip of home plate.<sup>10</sup>
- b) The catcher may not make contact with the kicker.
- c) The catcher may not move until the ball is kicked.

8.5. Sideline area - If you are not playing defense on the field/batting/first or third base coaching then you should be in the marked area / dug-out.

**Proper Field Position**



<sup>10</sup> Rule updated 9-12-2022

## Kicking

### 9. KICKING

9.1. All kicks must be made by foot or leg up to the knee

- a) Any ball touched by the foot or leg is a kick
- b) If the ball is kicked with the bottom of the foot, the kick will result in a dead ball foul.

9.2. All kicks must occur at or behind home plate

- a) The kicker may step on home plate to kick
- b) No part of the planted foot may be in front of or cross the front edge of the home plate
  - i. If the kicker steps over the plate to kick and the ball is caught, the kicker is out.
  - ii. If the kicker steps over the plate to kick and the ball is not caught, the call is a dead ball foul.
- c) The kicker must start within the batters circle.

9.3. Double Kick - a double kick will result in a dead ball foul.

9.4. Dead-ball foul –

- a) runners may not advance
- b) the ball is dead
- c) the kick will count as a foul/strike against the kicker

9.5. Wrong Kicking Order

- a) Kicking out of order results in an out. An appeal by the defensive team must be made to the referee.
- b) 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
- c) If the batting out of order call is made after the batter has batted, play will resume as is and an additional out will be added to the count.

## Running and Scoring

### 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 referee. 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) A courtesy runner will be the last out
- b) One courtesy runner is allowed per inning
- c) If it is the beginning of the game and there are no outs yet, the last kicker in the lineup will be the courtesy runner.
- d) The courtesy runner may only be substituted after the runner has made it safely to first base.

#### 10.3. Obstruction

- a) 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.
- b) Runners hindered by any fielder within the baseline who are 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.

#### 10.4. No Leading-Off or Stealing Bases

- a) Neither leading-off base nor stealing a base is allowed.
- b) A runner may only advance once the ball is kicked (on contact) from their teammate at-bat.
- c) If a runner is seen off base by the referee when the ball is kicked, that runner will be called out

#### 10.5. Tagging-Up<sup>11</sup>

- a) Tagging-up is a rule that prevents a base runner from advancing bases while the ball is flying through the air and is something base runners must do when there are fewer than two outs and the kicker has kicked a fly-ball.
- b) Once the fly-ball is touched by a fielder or makes contact with the ground, the runner is clear to try advancing to the next base. The runner does not have to wait until the fielder is in full control of the ball to advance (run on contact).
- c) If a fielder catches the ball in fair or foul territory, a runner off their base must tag the base they were occupying when the ball was kicked.

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<sup>11</sup> Rule clarified 9-12-2022

- d) If the runner advances without tagging-up and the ball is caught, the runner must return to their previous base before the fielder at that base gets the ball. If the runner beats the ball back to the base, the runner is safe. If the ball beats the runner back to the base or the runner is tagged with the ball, the runner is out.
  - e) If the runner does not return to the base, the defensive team must still throw the ball to the base where the runner started and then signal to the referee that the runner did not tag up. The referee will not call the runner out automatically. All calls will be made at the referee's discretion.
- 10.6. All ties will go to the runner.
- 10.7. Runners traveling from home plate may overrun first base and may only be tagged out if actively attempting to advance to second base. Runners must return to first base in foul territory after touching first. Runners returning to first base in fair territory can be tagged out.<sup>12</sup>
- 10.8. If any fielder attempts to make an out before returning the ball to the pitcher, runners may continue base running.
- 10.9. 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
  - b) An overthrown ball is Out of Play when thrown into the dugout, over the fence or past the out of bounce line (20 feet past the foul lines).
  - c) On Out-of-Play balls
    - i. A runner may advance only one (1) base beyond the base the runner is on or running toward when the ball travels out of play
    - ii. This rule will come into effect at the time the ball enters Out of Play territory.
    - iii. One (1) base on an overthrown out of play ball is a restriction on the runner. It is not an automatic right for the runner to advance.
- 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 over the fence 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.

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<sup>12</sup> Rule updated 9-12-2022

- 10.12. Base runners may not pass each other nor make contact with another base runner.  
If contact is made the lead runner is out.
- 10.13. Force Outs / Non-Force Outs
- a) 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.
  - b) The defense can retire the runner by tagging the next base before they arrive
  - c) If the defensive team first forces out a trailing runner **the force play is removed** and the defense must tag the remaining runners to retire them.
  - d) First base tends to have the most force plays, as batters are eligible to be forced out at first anytime they put the ball into fair territory and it is not caught in the air.
- 10.14. Scoring
- a) A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third (3<sup>rd</sup>) out is made either during a force out play situation or when the kicker is put out before touching first base.
  - b) At the end of a game the team with the most runs wins.

## Strikes / Balls / Max Pitches / Strike Zone

### 11. STRIKES / BALLS / MAX PITCHES / STRIKE ZONE<sup>13</sup>

#### What is a strike?

- 11.1. A strike is:
- a) A pitched ball bouncing at least twice before home plate that makes contact with the prism of the strike zone, which is not kicked and is not called a ball (See Strike Zone image below)
  - b) An attempted kick missed by the kicker inside or outside of the strike zone.
- 11.2. A kicked ball that lands in Foul territory counts as a strike. After 2 strikes, the batter gets one Courtesy Foul
- 11.3. Courtesy Foul - 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 3<sup>rd</sup> strike.
- 11.4. The kicker is allowed three (3) strikes which results in an out.
- 11.5. A pitched ball that hits the plate after bouncing at least two times is a strike, regardless of how bouncy the ball was before hitting the plate.

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<sup>13</sup> This section reorganized 9-12-2022

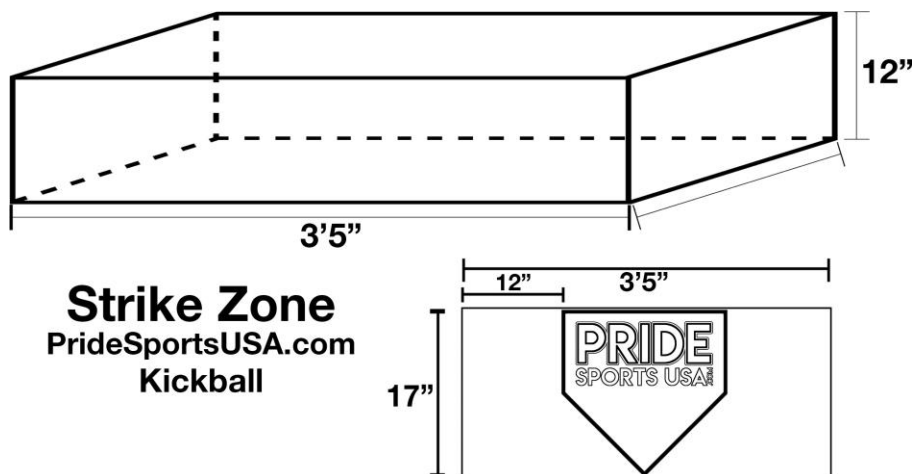
## What is a ball?

- 11.6. 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.
- 11.7. A count of four (4) balls advances the kicker to first base (A Walk).
- 11.8. At the referee's discretion, if the pitcher intentionally walks a batter the batter goes directly to second base.

## Max pitches

- 11.9. Seven (7) pitches are the maximum number of balls that can be pitched at a single at-bat. Examples:
- a) If the count is 2 strikes and 3 balls and 1 courtesy foul, the next pitch (pitch 7) will determine the outcome of the at-bat (kick or out)
  - b) 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.
  - c) 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 courtesy foul (aka - one to give or foul to give) and then the 4th kick being foul results as the third strike and therefore the batter is out.

## Strike Zone



## Fouls and Fairs

### 12.FOULS AND FAIRS<sup>14</sup>

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

#### What is a Foul ball?

12.2. 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 territory.
- 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 diagonal.
- d) A kick made with the bottom of the foot will result in a dead ball foul.
- e) A kicked ball kicked more than once or stopped in the kicking box by the kicker. (Double kick)
- f) A kicked ball first kicked outside of the kicking box. (Unless the defensive team catches it, in which case the play will be deemed an out.)
- g) A kicked ball first touching a permanent object, such as a batting cage or fence.

12.3. If a player tries to catch a fly ball that is going to be foul and misses it, the ball is a foul ball.

12.4. 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.

12.5. 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 10.5).

#### What is a Fair ball?

12.6. A fair ball is:

- a) A kicked ball landing and remaining in fair territory.

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<sup>14</sup> This section reorganized 9-12-2022



- 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 and 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 crossing the 1st to 3rd base diagonal before a player touches it and is a fair ball when touched by a player in fair territory.
- 12.7. 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.

## **Outs**

### **13.OUTS**

- 13.1. A count of three (3) outs by a team completes the team's half of the inning.
- 13.2. A fly-ball caught in the air by a defensive player is an out, whether in fair or foul territory<sup>15</sup>
- 13.3. If the kicked ball touches a base running player at all, including from a bounce or a direct kick by their own player, the runner is out unless that player is in contact with a base.
- 13.4. If a player is using metal cleats, that player will be marked as out.

## **Ball in Play / When Play is Stopped**

### **14.BALL IN PLAY/ WHEN PLAY IS STOPPED**

- 14.1. Once the pitcher is in control of the ball and maintains possession of the ball on the mound or in the pitching circle, "time" is called by the referee and the play ends.
- a) Runners may not advance once time is called.
  - b) Runners who are off base at this time and are halfway or more may advance to that base at their own risk.
  - c) Runners who are off base at this time and less than halfway must return to the base from which they were running.

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<sup>15</sup> Rule inserted 9-12-2022

- 14.2. The Umpire has the discretion to call time for any reason, even if the pitcher is not in the pitching circle, and to return a runner to their previous base if they advance illegally.

## **Interference / Deflated Ball**

### **15.INTERFERENCE / DEFLATED BALL**

- 15.1. Defensive interference is an act by a fielder that hinders or prevents a runner from making it to base.
- 15.2. A runner hindered by Defensive Interference is safe. Example: If the first baseman is blocking the runner from running through the base or gets in the runner's way, preventing the base runner from running through first base, the runner is safe.
- 15.3. Offensive interference is an act by a runner on or off base where the runner intentionally touches a ball or hinders a fielder.
- 15.4. Offensive 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.
- 15.5. Deflated Ball –
- a) During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.
  - b) The play is called as a dead ball
  - c) The batters count will go back to what it was before the kick that deflated the ball
  - d) 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.

## **Injuries and Head Shots**

### **16.INJURIES AND HEAD SHOTS<sup>16</sup>**

- 16.1. In cases of injury, ejection or illness:
- a) A time-out may be requested for participant removal and replacement with a defensive substitute.
  - b) The kicking order will not change as all players will be in the batting order, simply the player that is hurt is skipped over.

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<sup>16</sup> Former rule 16.4 regarding players switching positions during an inning was removed 9-12-2022

- c) 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 spot in the line-up as they were originally.
- 16.2. Captains must communicate with the referee if a player is injured so the opposing team does not protest for batting out of order.
- 16.3. Injured players who do not kick shall not play in the game
- 16.4. Injured players who do not field shall not kick in the game.
- 16.5. Any player removed from the game for injury or illness must be noted on both team's written kicking orders and mentioned to the Head Referee.
- 16.6. Players arriving after the game has started must be added to the bottom of the lineup and the captain must inform the referee 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.
  - a) The player that got hit is safe and will go to the base they were headed to at the time the ball hit them.
  - b) If there are other players on base, they get the base they were going to.
  - c) Exception: 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.

## **Tied Ball Games / Run-Rule / Per Inning Mercy Rule**

### **17. TIED BALL GAMES / RUN-RULE / PER INNING MERCY RULE**

- 17.1. Regular Season/Pool Play games can end in a tie.
- 17.2. Playoff Games cannot end in a tie.
- 17.3. Tied Games for playoffs: A ONE PITCH rule shall be applied and the last batter must go to second base to start the inning. Tie breaker rules:
  - a) The last batter of the previous inning shall be placed on 2nd base.
  - b) 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
- 17.4. 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
- 17.5. Per inning Mercy Rule: Once 8 runs are scored in an inning that half of the inning is over. The most runs a team may score in one inning is 8 runs, with the exception of the last inning. In the last inning, if the losing team is down by more than 8 runs, they are allowed to score more than 8 runs.

## Playoffs

### 18.PLAYOFFS

- 18.1. Normal Pride Sports USA - Kickball Rules apply
- 18.2. The higher seeded team will be the Home team
- 18.3. No new innings after 50 minutes.
- 18.4. Teams must begin and finish with a minimum of 8 players in uniform to avoid a forfeit.
- 18.5. Teams must have all players in the batting order.

## Player Substitutions (Subs) PROPERTY OF PRIDE SPORTS USA - DO NOT COPY

### 19.PLAYER SUBSTITUTIONS (SUBS)<sup>17</sup>

- 19.1. In Pride Sports USA, a sub is a player that is not a registered league member for the current season
- 19.2. Each team is allowed up to add subs up to the minimum number of players required to play every position, plus two relief players
- 19.3. For Pride Sports Kickball – this is a total of 4 subs maximum during any regular season game
- 19.4. Subs must register, sign a waiver, and pay the registration fee online at [PrideSportsSubs.com](http://PrideSportsSubs.com)
- 19.5. Subs for playoffs or championship games must have subbed for at least two (2) weeks of the current season with the same team they are subbing for in the Playoffs. If the player did not sub with the playoff team during the current season, they are not eligible.
- 19.6. For Playoff / Championship games, a max of 2 subs per team are allowed.

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<sup>17</sup> Rule clarified 9-12-2022

- 19.7. Teams are not allowed to use players from another team for any regular season nor Playoff / Championship games, unless otherwise noted in the League rules.
- 19.8. If a team takes the forfeit because they don't have enough players, they can then ask players from other teams to join a scrimmage that may 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 play and have fun.

## Drinking

### 20.DRINKING<sup>18</sup>

- 20.1. In most of the cities Pride Sports USA plays, it is against city policy to consume alcoholic beverages at the field complex or park.
- 20.2. If consuming alcohol is allowed by the city or complex, the League does not allow drinking on the field while playing.
- 20.3. Where permitted, players may drink responsibly and discreetly in the dugouts or outside the fields, at their own risk.
- 20.4. Glass bottles are never allowed.
- 20.5. Pride Sports USA always hosts socials after the games at our sponsor bar and we recommend players save the drinking until then.
- 20.6. If a player appears to be intoxicated by the referee, the referee will not allow the player to play.
- 20.7. Referees do have the authority to eject any player from the game and the field complex if the player is intoxicated.

## Ejections for Unsportsmanlike Conduct

### 21.EJECTIONS FOR UNSPORTSMANLIKE CONDUCT<sup>19</sup>

- 21.1. Ejections – A player or coach may be removed from the game by the referee, usually for an unsportsmanlike act or conduct.
  - a) A flagrant act will require the player or coach to leave the field for the remainder of the game.

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<sup>18</sup> Rule clarified 9-11-202

<sup>19</sup> Rule clarified 9-12-2022

- b) Player Ejection Penalty: The player shall be removed from the current game. A team may NOT continue to play shorthanded. If no substitutes are available, the game is a forfeit.
- 21.2. For Tournaments - Tournament officials reserve the right to suspend and/or disqualify any ejected player for futures games of the tournament if the act or conduct is deemed to be threatening in nature to another player, referee, spectator, tournament staff, park patron, animals or morally offensive.
- 21.3. Let's have fun and be good sports! Just be kind to the players, your own team, officials and directors. Easy as that.

## Theme Week

### 22. THEME WEEK

- 22.1. For Theme Week - all players must still be in their Pride Sports USA Uniforms with the PSUSA logo, their jersey number and sponsor logos clearly visible.
- 22.2. No heels or boots are allowed on the field of play.
- 22.3. Have fun with theme week but keep in mind that in most of the cities where Pride Sports USA plays, our field and venues are at public parks where children can be present.

## Other

### 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.
- 23.2. These are the Official rules that will be referenced if a conflict arises.
- 23.3. These rules are maintained at [PrideSportsUSA.com](http://PrideSportsUSA.com) and are subject to change without notice.

## Change Log

	Old	New
<i>Rule 1.3.b.iii Added 9-12-2022</i>		Runners traveling from home plate may not slide into first base. A runner sliding at first (from home plate) is out.
<i>Rule 2.6 updated 9-12-2022</i>	Colors will be determined by the team captain once they reach their minimum team size requirement of 16 players.	Team Color Selection - Colors will be determined by the League in a manner at their discretion.
<i>Rule 4.2 clarified 9-12-2022</i>	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)	A sub is a player that is not a registered league member for the current season. A sub is only eligible to play for the week they registered for at PrideSportsSub.com. (See more about what a sub is at section 19).
<i>Rule 4.3 clarified 9-12-2022</i>	Any player must play defense by the 3rd inning. Any fielding player must bat at least one time during the game.	Every player must play defense (field) by the end of the 3rd inning; no player may only kick. Every player must kick at least once during the game unless the full kicking line-up is uncompleted; no player may only play defense
<i>Rule 5.2 updated 9-12-2022</i>	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.	While fielding, each team must field at least eight (8) players and no more than ten (10) players on the field in uniform. In the case of teams without 10 players, each team must play one (1) pitcher and one (1) catcher on the field, every inning. The remaining defensive players (excluding the pitcher) may play the field positions at the coach's discretion.
<i>Rule 5.6 clarified 9-12-2022</i>	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.)	Team Size: The recommended minimum team size is 16 players. In order to keep the team together. a) It is the team captain's responsibility to get 16 or more players on their team. b) Registered teams with less than 16 players on their roster when registration closes are subject to adjustment at the League's discretion. The League may:

		<p>ii. Place free agents on the team, if free agents are available; or</p> <p>iii. Convert the team to free agent status and place members on other teams. Pride Sports USA will try its best to keep friends together but we are not always able to do so.</p>
<i>Rule 7.4 clarified 9-12-2022</i>	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.	Once 8 runs are scored in an inning that half of the inning is over. The most runs a team may score in one inning is 8 runs, with the exception of the last inning. In the last inning, if the losing team is down by more than 8 runs, they are allowed to score more than 8 runs.
<i>Rule 7.5 clarified 9-12-2022</i>	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.	Games canceled due to weather may or may not be made up. The League will attempt to reschedule and play all games in the original calendar season. However, if cancelled games are unable to be rescheduled, no refund or partial refunds will be given.
<i>Rule 8.2 clarified 9-12-2022</i>	<p>b. Pitchers:</p> <ul style="list-style-type: none"> <li>The pitcher must start the act of pitching with at least one foot on or within the pitching circle.</li> <li>The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball.</li> <li>The pitcher must release the ball before or at the plane of the pitches plate.</li> </ul> <p>Result would be, umpire will call illegal pitch. If the ball is not kicked the pitch will be an automatic ball. If the kicker chooses to kick the ball the ball is live.</p>	<p>Pitchers:</p> <ul style="list-style-type: none"> <li>a) Balls must be pitched by hand</li> <li>b) Balls may not be pitched with two hands</li> <li>c) Balls must be pitched underhand or side-armed as long as the palm faces upwards when released and the pitcher's arm is under 90 degrees</li> <li>d) There is a maximum of seven (7) balls that can be pitched during a single at-bat.</li> <li>e) The pitcher must start the act of pitching with at least one foot on or within the Pitching Circle.</li> <li>f) The pitcher must have at least one foot on or behind the pitching strip when releasing the ball and must release the ball at or behind the pitching strip.</li> <li>g) The pitcher may not release the ball in front of the pitching strip</li> <li>h) Pitchers inappropriately releasing the ball: the referee will</li> </ul>



		call an illegal pitch resulting in a ball. However, if the batter kicks the ball, the ball is live and the play will continue as is.
<i>Rule 8.4.b updated 9-12-2022</i>	The catcher must be positioned anywhere on the batters circle, not outside, not inside, but on the kicking circle.	The catcher must be positioned on the kicking circle below the back tip of home plate; not outside or inside, but with at least one foot on the kicking circle standing below the back tip of home plate.
<i>Rule 10.5 clarified 9-12-2022</i>	<p>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.</p> <p>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.</p>	<p>10.5. Tagging-Up</p> <p>a) Tagging-up is a rule that prevents a base runner from advancing bases while the ball is flying through the air and is something base runners must do when there are fewer than two outs and the kicker has kicked a fly-ball.</p> <p>b) Once the fly-ball is touched by a fielder or makes contact with the ground, the runner is clear to try advancing to the next base. The runner does not have to wait until the fielder is in full control of the ball to advance (run on contact).</p> <p>c) If a fielder catches the ball in fair or foul territory, a runner off their base must tag the base they were occupying when the ball was kicked.</p> <p>d) If the runner advances without tagging-up and the ball is caught, the runner must return to their previous base before the fielder at that base gets the ball. If the runner beats the ball back to the base, the runner is safe. If the ball beats the runner back to the base or the runner is tagged with the ball, the runner is out.</p> <p>e) If the runner does not return to the base, the defensive team must still throw the ball to the base where the runner started and then signal to the referee that the runner did not tag up. The referee will not call the runner out automatically. All calls will be made at the referee's discretion.</p>
<i>Rule 10.7 Updated 9-12-2022</i>	Runners traveling from home plate may overrun first base,	Runners traveling from home plate may overrun first base and may only be tagged out if actively

	and may only be tagged out if actively attempting to advance to second base or turns left into fair territory after touching first.	attempting to advance to second base. Runners must return to first base in foul territory after touching first. Runners returning to first base in fair territory can be tagged out.
<i>Section 11 Strikes / Balls/ Max Pitches / Strike Zone was reorganized 9-12-2022</i>	N/A	N/A
<i>Section 12 Fouls and Fairs was reorganized 9-12-2022</i>	N/A	N/A
<i>Rule 13.2 inserted 9-12-2022</i>		A fly-ball caught in the air by a defensive player is an out, whether in fair or foul territory
<i>Former rule 16.4 was removed 9-12-2022</i>	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.	
<i>Rule 19 Player Substitutions (Subs) was clarified 9-12-2022</i>	<p>a. In Pride Sports USA - Kickball a sub is a player that is not a registered league member for the current season.</p> <p>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</p> <p>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.</p> <p>d. For Playoff/Championships games, a max of 2 subs per team are allowed.</p> <p>e. You are not allowed to use players from another team for any regular season nor Playoff/ Championship games.</p> <p>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 SCRIMMAGE GAME that will</p>	<p>19.1. In Pride Sports USA, a sub is a player that is not a registered league member for the current season</p> <p>19.2. Each team is allowed up to add subs up to the minimum number of players required to play every position, plus two relief players</p> <p>19.3. For Pride Sports Kickball – this is a total of 4 subs maximum during any regular season game</p> <p>19.4. Subs must register, sign a waiver, and pay the registration fee online at PrideSportsSubs.com</p> <p>19.5. Subs for playoffs or championship games must have subbed for at least two (2) weeks of the current season with the same team they are subbing for in the Playoffs. If the player did not sub with the playoff team during the current season, they are not eligible.</p> <p>19.6. For Playoff / Championship games, a max of 2 subs per team are allowed.</p> <p>19.7. Teams are not allowed to use players from another team for any regular season nor Playoff / Championship games, unless</p>

	<p>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.</p>	<p>otherwise noted in the League rules.</p> <p>19.8. If a team takes the forfeit because they don't have enough players, they can then ask players from other teams to join a scrimmage that may 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 play and have fun.</p>
<p><i>Rule 20 Drinking was clarified on 9-12-2022</i></p>	<p>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.</p>	<p>20.1. In most of the cities Pride Sports USA plays, it is against city policy to consume alcoholic beverages at the field complex or park.</p> <p>20.2. If consuming alcohol is allowed by the city or complex, the League does not allow drinking on the field while playing.</p> <p>20.3. Where permitted, players may drink responsibly and discreetly in the dugouts or outside the fields, at their own risk.</p> <p>20.4. Glass bottles are never allowed.</p> <p>20.5. Pride Sports USA always hosts socials after the games at our sponsor bar and we recommend players save the drinking until then.</p> <p>20.6. If a player appears to be intoxicated by the referee, the referee will not allow the player to play.</p> <p>20.7. Referees do have the authority to eject any player from the game and the field complex if the player is intoxicated.</p>
<p><i>Rule 21 Ejections for Unsportsmanlike Conduct was clarified 9-12-2022</i></p>	<p>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</p>	<p>21.1. Ejections – A player or coach may be removed from the game by the referee, usually for an unsportsmanlike act or conduct.</p> <p>a) A flagrant act will require the player or coach to leave the field for the remainder of the game.</p> <p>b) Player Ejection Penalty: The player shall be removed from the current game. A team may NOT continue to play shorthanded. If no substitutes are available, the game is a forfeit.</p>

<p>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.</p> <p>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.</p> <p>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.</p>	<p>21.2. For Tournaments - Tournament officials reserve the right to suspend and/or disqualify any ejected player for futures games of the tournament if the act or conduct is deemed to be threatening in nature to another player, referee, spectator, tournament staff, park patron, animals or morally offensive.</p> <p>21.3. Let's have fun and be good sports! Just be kind to the players, your own team, officials and directors. Easy as that.</p>
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