

2025 Honk Ball Kickball League Rules

All members of your active roster MUST sign these rules

1. General

- a. Photo IDs must be presented when signing in. All players must be 21 or over.
- b. Teams should arrive at least 15 minutes prior to their scheduled start time. GAME TIME IS START TIME. Your team must be signed in and ready to play at game time.
- c. Players must sign a waiver prior to the league start date. Each player will be given a wristband to show that a waiver has been signed and that they are on the team's roster.
- d. Teams must play at least 8 players and no more than 11. Teams with less than 8 players will forfeit the game. Each team must play at least 2 females and no more than 9 males at a time.
- e. Team rosters may have up to 18 players, no exceptions. Weekly roster substitutions will NOT be permitted. Each team roster must have at least 2 females. Only players on the team's roster will be able to play in the games, no exceptions.
- f. Outside food or beverages are NOT allowed. Each player is permitted to bring in one (1) water bottle. Anyone attempting to bring in outside food and/or beverages will be asked to leave and will be unable to return that night. If this occurs a second time, they will be removed from the league without refund. If the same team is attempting to bring outside food and/or beverages multiple times, the team will be removed from the league without refund.
- g. League management will monitor the weather and communicate any weather cancellations or delays prior to the start of the games.

2. Team Captain

- a. Each team will have a designated Team Captain.
- b. The Sky Carp will only be contacting the team captains. The team captain is responsible for contacting all teammates for any schedule changes or updates involving the league, including rules changes.
- c. Only the team captain may communicate directly with officials, as long as it is in a calm and courteous manner. Other players besides the captain who dispute calls with the umpire are subject to ejection from the game.
- d. If a team knows it is not going to be able to attend a game ahead of time, it is the responsibility of the team captain to contact the league commissioner as early as possible.

3. Equipment

- a. Each player will be provided with a team shirt. It is the player's responsibility to wear this shirt for each game. If a player is not able to wear their team shirt for any reason, it is their responsibility to wear the same color as their team. Any player who is not wearing a shirt that is approved upon check in will not receive a wristband to play.
- b. Spikes/Cleats/Turf Shoes are NOT allowed. Only sneakers may be worn. Sandals are NOT allowed. Must have closed toe shoes in order to play.
- c. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the umpire as a performance enhancement must be removed or the player will be removed from play.

4. Time Factors

- a. Games will be 7 innings or 1 hour, whichever comes first.
- b. A new inning will not start after 50 minutes after the scheduled start time.
- c. No more than 10 runs may be scored in a single inning.
- d. A 10-or-more run lead after 5 innings will enact the mercy rule, at which time the game will end.
- e. During the season, there will be no extra innings unless time permits.

5. Playing Field

- a. The strike zone is an imaginary box in the shape of home plate, extending one foot beyond the plate at all sides, except the front. All strike calls will be made at the umpire's discretion and are not to be disputed by any member of any team. The strike zone is also one foot in height and may not be marked by cones or other raised objects.

6. Gameplay Factors

- a. Pegging is allowed, however "head hunting" is absolutely off limits. If a runner gets hit in the head on purpose (at the Umpire's discretion), they will not be called out.
- b. Any ball that a defensive player throws that leaves the field of play (at the Umpire's discretion) will result in a dead ball and each runner will advance 1 base.
- c. If a ball that a defensive player throws hits a runner and then leaves the field of play (at the Umpire's discretion), will result in a dead ball and runners WILL NOT advance 1 base.
- d. The infield fly rule is in effect.
- e. Two (2) females must be always on the field for each team.
- f. Less than two (2) females will result in one (1) out each time that team goes through their batting lineup (up to 18 people). *This rule can be waived if both team captains agree in the presence of the umpire*
- g. Substitutions may be made during the game, if the substitutions do not violate the above stated female rules.
- h. Pinch-Running is not allowed.
- i. Teams may arrange up to 11 players in any defensive configuration but must include a pitcher and a catcher at any time. The minimum number of players needed to play without forfeit is 8.
- j. A claim of improper kicking order must be made to the umpire who will make the final determination. Such claim must be made on the field no sooner than the first pitch thrown to the accused "wrong" kicker and no later than the first pitch thrown to the subsequent kicker.
- k. Two members of the team at kick may coach first and third base, switching as needed with other team members to remain in the proper written kicking order. Base coaches may not physically assist runners while the ball is in play; any base coach physically assisting runners will cause an automatic out to the player who is being physically assisted.
- l. 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. If the home team takes the lead during the bottom of the final inning, that team wins instantly, and the game is over.
- m. Any kicked ball (fair or foul) that is caught by a fielder is called an out. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground.

7. Pitching

- a. Balls must be pitched by hand.
- b. Balls cannot be bounced or curved and must be rolled at a slow, acceptable pace at the discretion of the umpire.
- c. Pitch movement will be determined acceptable at the discretion of the umpire.
- d. The pitcher must pitch a ball into the strike zone at least once and up to 3 times to give the kicker up to 3 opportunities to kick a fair ball. If the pitch is not within the strike zone, another pitch will be delivered.

8. Kicking

- a. Each kicker gets up to 3 opportunities to kick a fair ball. If a player either does not kick one of the 3 pitches that is within the strike zone or fails to kick a fair ball, they will be called out.
- b. A kick made on or above the knee or a ball that is touched more than once or stopped in the kicking box by the kicker will be called foul.
- c. No Bunting allowed. Ball must pass the pitcher unless umpires decide it was "kicked".
- d. When a player kicks for the first time, their position in the lineup for the remainder of the game is established. There is no kicking out of order.

- e. Kicking out of order will result in an automatic out and base runners must return to their positions prior to the illegal kicker.
 - f. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
 - g. 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.
 - h. Injured players who do not kick shall not play in the game.
 - i. Only runners who are injured while traveling to a base, and who successfully make it to a base may be substituted during an inning. There are no other allowable runner substitutions.
9. Running and Scoring
- a. Any runner outside the baseline is out, upon the discretion of the umpire.
 - b. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
 - c. Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on 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.
 - d. There is no leading or base stealing. Runners may only leave a base once the ball has been kicked. A runner off base when the ball is kicked is out.
 - e. A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance.
 - f. 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.
 - g. A runner may advance only one base beyond the base the runner is on or at least halfway running towards when the ball is deemed a dead ball by the umpire.
 - h. If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running. Once the pitcher has possession of the ball within the pitching area, the play is over.
 - i. Running past another runner is not allowed. The passing runner is out.
 - j. A runner physically assisted by a team member during play is out.
 - k. A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play is out.
 - l. 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 play situation, or when the kicker is put out before touching first base.
 - m. When a base is displaced during play, any runner is safe while in contact with the base's original and correct location.
10. Spectators
- a. Non-roster spectators are welcome to watch the kickball games at ABC Supply Stadium
 - b. Non-roster spectators may be removed from ABC Supply Stadium should stadium rules not be followed.
 - c. No non-roster individuals may enter the playing field.
11. Umpires
- a. At least two umpires per field will be assigned by the League.
 - b. **Umpires are to be treated with respect.** Any team member or spectator may be ejected from the game and may be asked to leave the ballpark at the discretion of the umpire if behavior is deemed unacceptable.
 - c. Umpires have jurisdiction over play and may penalize a player, including game ejection, for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game and excessive verbal abuse.
 - d. An individual who is ejected must leave the field of play immediately.
 - e. Individuals ejected from a game are subject to be removed for the remainder of the evening.

- f. Individuals who are ejected from games multiple times may be terminated from Honk Ball. without refund.
- g. Umpires may make rulings on any point not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

All players and guests are expected to drink responsibly. Last call will be 30 minutes after the last game begins

THESE RULES ARE SUBJECT TO CHANGE WITHOUT NOTICE.

Last Edited: October 15, 2024

Player Name	Signature	Player Name	Signature
1.		10.	
2.		11.	
3.		12.	
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