

Firefly Kickball Rules

1. Player Eligibility

2. All players must register online or at the festival and sign a release form before stepping on the field.

3. a game without being announced as a substitute, that team will be subject to a forfeit.

Note: Teams Must submit a Batting Order to REF and opponents captain before each game.

2. Safety & Health

1. All participants and spectators are responsible for their own medical expenses.

2. If someone is injured or needs to leave during the middle of a game, he/she does not have to be replaced in the lineup.

3. Team Requirements

A team shall consist of a maximum of 8 players on the field at one time. You can place those 8 players wherever you want on the field, as long as they do not interfere with the batter.

1. There must be 2 female players in the field for each team at all times. If a team has less than 2 females at the start of a game, they are subject to take an out in the place where the absent female(s) would bat (kick). The team would also have to play a person short in the field. That means there is a maximum of 5 males in the field at one time.

3.3 A minimum of 5 players are required to start a game.

3.4 All players on the bench must bat whether playing in the field or not.

3.5 Late arriving players may be added anywhere as long as that person has not kicked. Once everyone in the lineup has kicked they can only go to the bottom of a team's batting order.

3.6 Any combination of male and female players may be used to make up a Team on game day, providing there are at least 3 females

4. Equipment

4.1 All players must wear athletic shoes. Rubber cleats are allowed. – NO METAL CLEATS OR SPIKES ALLOWED.

4.2 Orange cones and lined fields will be used to provide site lines for Foul/fair balls.

4.3 A safety base will be added to first base. When initially running to first the kicker is to use the out bag and the fielder will use the inner bag. After the initial at bat the inner bag will be used for all plays.

5. Game Format

5.1 Games will consist of 5 Innings.

5.2 A half inning will consist of 3 outs.

5.3 In the interest of time, The game will be called if a team is winning by 20 runs after 3 innings, 15 runs after 4 innings.

6. Starting the Game

The game will begin after the Captains have exchanged Batting Orders.

6.1 If one team is not “ready to play” (with at least 5 eligible players on the diamond, properly equipped) by 10 minutes (60 min timeframe) or 5 min (45 min timeframe) after the scheduled game time, the team that is ready will win by forfeit. The offending Team may not call timeouts until they have checked in a legal minimum lineup.

6.2 If neither team is “ready to play” by ten minutes after the scheduled game time, the umpire will start the game clock and the 10 minute forfeit time will apply when one team is “ready to play.”

7. Game Rules

1. Pitching the Ball

- a. The offensive team “at kick” or at bat – will supply the pitcher.
- b. The pitcher will roll the ball to the batter from the pitcher’s mound.
- c. An at bat will consist of a maximum of 2 pitches. If the batter does not put the ball into play by the second pitch, they are out.
- d. The pitcher shall not intentionally or unintentionally interfere with a kicked ball.

RESULT: The ball is dead, the batter is out, and all runners are returned to the bases occupied before the pitch.

NOTE: If the pitcher contacts the ball (kicked or thrown) in any other way (unintentionally) the ball

is dead, all runners are returned to the bases occupied before the pitch. A player on the fielding team may not throw the ball “at” the pitcher in order to render the play dead. A player may not advance a base when the ball is being deliberately returned to the pitcher. The pitcher must make a reasonable effort to NOT interfere with the play.

7.2 Player Outs

A batter (or runner) is out if:

- a. He/she fails to hit the ball fairly in 2 pitches. (Foul balls, missed pitches, and pitches not kicked at all (“taken” pitches) count as one of the 2 pitches.)
- b. The pitcher intentionally or unintentionally contacts a kicked or thrown ball. Note: A defensive player may not intentionally throw the ball at the pitcher.
- c. A kicked ball is caught in fair or foul territory on the fly.
- d. A ground ball is fielded to a base for a force out.
- e. Defense tags the runner not in contact with a base.
- f. Defense throws the ball and contacts the runner BELOW THE SHOULDERS who is not in contact with a base.

Note: If the thrown ball contacts the ground and then the runner, no out will be made and play will continue. The defensive player must have control of the ball BEFORE the runner reaches a base on a force out for the runner to be considered out.

EXCEPTION: If a player is hit in the head at any time the runner will automatically be safe and the thrower issued a warning. If a player is hit in the head while sliding or dodging the player will be called out.

g. A kicked ball contacts a base runner or their clothing.

RESULT: The ball is dead, the hit runner is out, the batter is awarded first base, and all other runners are returned to the bases last occupied before the pitch, unless forced by the runner advancing to first.

h. A runner leads off or attempts to steal. Runners must remain in contact with the base until the

ball is contacted by the batter. There will be one warning to each team before they are to be called out. RESULT: The ball is dead, the runner is out, and the pitch is retaken.

i. **No bunting allowed.** The referee will make the call as to whether or not the attempted kick was a bunt. If the referee calls it a bunt the pitch will be called a strike. If happens on your second pitch then you are out.

8. Stopping Play

Play stops when the ball is received by the pitcher. When the ball is at the pitcher all runners must return the closest bag. That is the halfway point between bags. Remember the ball must be thrown to the pitcher from the infield so it is clear that the intent was to end the play.

9. General Rules

a. Sliding is allowed.

b. No leading off or stealing is allowed.

c. No bunting is allowed. (see Rule 7.1i)

Note: It is considered to be a bunt when a player intentionally does not follow through or tries to place the ball somewhere in the infield. You do not have to go for a home run every time. However, it is at the discretion of the umpire whether or not a short kick is considered a bunt. A team will receive a warning and the bunt is considered a strike. If it's on the second pitch, it's considered a strike and thus an out.

d. Infield Fly Rule: There is no rule per se, but a player can't intentionally drop a ball they could have caught in order to gain an advantage (this is otherwise known as the jerk rule, don't be jerk and play nice)

e. The ball is in play once it is contacted. The referee will determine if it an illegal kick/bunt. The ball does not have to pass the Pitching Mound.

f. A player may not cross the "Kicking Line". The player may be "on" the line, but cannot step over it. Note: It is considered stepping over when the heel is beyond the kicking line.

f.1 Each team will receive one team warning from the umpire in the event that the offense is unintentional. If it is deemed that the player stepped beyond the line in the interest of gaining an advantage

(meaning using up their warning) then the player will immediately be called out and will be issued a warning for being unsportsmanlike. A second unsportsmanlike warning will result in an objection.

g. The only base that can be over run is first base and the safety base should be used for over running first base. The regular base should be used if a player makes a turn toward second, and is tagged or is hit with the ball, that player is out.

h. Injured Runner: If an injury to a runner prevents him/her from proceeding in the game, a substitute runner will be permitted. The player who made the last out of the same sex on offense shall be the new runner.

i. Crashing into the Defender: If a runner remains on his/her feet, and deliberately, with great force attempts to alter the outcome of the play by running into a defensive player holding the ball, they will be out and ejected from the game.

Note: Incidental or unintentional contact during play of the game is considered "part of the game" and therefore the batter will not automatically be out should there be contact. This is at the discretion of the umpire and can not be argued on the field.

j. Foul Balls: A foul ball is any ball that lands outside of "Fair Territory" as marked by the base lines and cone extensions. This is as determined by the umpire and final.

1. If a player touches a ball in fair territory before it rolls foul along the first or third base lines and BEFORE the ball reaches the bag, the ball is in play.

2. When attempting to catch a foul ball in the air, if a player touches the ball and does not catch it, the play is still considered dead, the ball foul (and thus a strike), and no runners may advance.

Note: If the player catches the ball in foul territory the play is considered "live" and the base runners may tag up. If the ball hits a fielder and he is in fair territory but the play occurs in foul territory it is considered foul. It goes by where the ball is touched. Vice versa can be said if the fielder is in foul territory and the ball is in fair play. However if the ball hits a runner standing on 1st or 3rd base the ball is considered live no matter where the ball was contacted. The runner cannot intentionally hit the ball. If the ball hits the runner in fair ground when he is not touching the base the runner is out.

l. Player must be within the base paths and the play must be settled when handing the ball to pitcher

Note: In that case, if the runner is less than half way in the base paths when the ball is being returned to the pitcher then the player must return to the base that they were at originally

m. Ball out of Play: on overthrow that goes out of bounds, runner gets base that they were advancing to. If they were more than half way to that bag when the ball is out of play they do get an extra base.

10. Ejections

Any official, supervisor, or staff member has the authority to eject, from the game a player or players, coach, or spectator at any time if in his/her judgment he/she deems such action is necessary in order to maintain a sportsmanlike atmosphere.

10.1 A player will be ejected should he/she intentionally throw a ball with the intent to hurt or injure a player on the opposing team.

10.2 A player who is ejected will be suspended for a minimum of the next scheduled game.

10.3 Any player that initiates or reciprocates in a physical altercation of any kind will immediately be removed from the tournament without exception which may result in ejection from the festival at the discretion of Festival Staff.

11. Official Score

The official score will be kept by the umpire and verified every inning to avoid any confusion. The referee will record the score at the end of the game.

TOP 5 Rules Discussed.

1) Bunting – it is up to the ref to determine a bunt. Just like an umpire in baseball he or she may have a different strike zone. We have instructed our refs to just be fair for both sides with his or her calls. Remember it doesn't have to be kicked as hard as possible. People are allowed to place the ball on the ground. You will be able to tell. If any individual really has a hard time getting it out of the infield then be more lenient. The defense can adjust and move up.

2) Fair Foul – If a fielder touches a ball near the foul line where the ball is touched determines fair or foul. The position of the fielder does not matter.

3) Fair Foul – If a runner touches the ball while on 1st or 3rd they are considered an extension of the base and the ball is fair. Exception is a runner cannot intentionally interfere with a live ball. If a runner is not on base and gets hit in foul ground, foul ball, gets hit in the base path, out.

Base protection

a. If you're a fielder and there is no play near the base you are covering please move away from the base so the runner can move. If there is an interference the ref can award an extra base if need be.

b. If there is force play at a base, fielders do your best to not block the entire base. Please allow something for the runner to aim for. Runners do your very best to avoid contact and try sliding.

4) Rounding the bases – If a player misses a base while running it is up to the other team to appeal it. At the point the ref will make his or her decision. However the ref can over turn a runner missing a base if they did so to avoid contact with a fielder blocking a base. We rather a runner go around a base then collide with someone. The runner must run on the outside of the base to avoid anyone from trying to go directly from 1st to 3rd.