

# ***Kickball Rules - Outdoor***

## **League Contact Information**

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Highlighted items designate differences or further clarifications from previous sessions.

If an instance or event is not covered by one of the listed league rules, the official will default to general USA Softball slow pitch softball rules when making a call.

## **Cancellations**

1. In the event of a cancellation, a MESSAGE will be sent via the league website to all captains and players who have user accounts that are linked to the kickball session. In addition, there will be a posting, on the ANNOUNCEMENTS page of the kickball session. This generally won't happen until between 4:30p and 5:00p of game day. However, if games have begun and the field conditions change, it could occur later in the day.
2. WNY has strange weather patterns. If it is raining where you work or live, please do not assume that it is raining at the field.

## **Playing Field**

The field resembles a softball or baseball diamond.

1. The bases are placed about 60 feet apart
2. The pitching rubber is about 43 feet from home plate
3. There will be an orange safety base placed next to first base in foul territory. When running to first base, the kicker-runner must run through the orange base if running through first and not making an attempt at second base. The fielder (first baseperson) may NOT block the orange base at any time.
4. Foul lines run down the 1<sup>st</sup> and 3<sup>rd</sup> base lines and extend beyond the bases
5. The out of play lines are parallel to the foul lines and are about 10 feet outside of the foul lines. If out of play lines are not painted on the field, the official will determine out of play boundaries when reviewing the ground rules, prior to the start of the game.
6. The strike zone extends 1 foot to either side of home plate and 1 foot above home plate

7. The kicking box is the area around home plate in which the kicker must kick the ball. The kicker does not have to start in the box, but must make contact with the ball inside the box. The kicking box is even with the front edge of the plate and extends back 8 feet and 6 feet to either side of the plate.

## **Equipment**

1. Footwear: Metal cleats or spikes are not allowed. If there is any exposed metal on your footwear (this includes metal tipped rubber/plastic spikes), the official has the authority to ask the player to change footwear or remove them from the game.
2. Only the Game On!-supplied kickball may be used. Each team will be supplied with its own kickball for the season. They must bring the ball to each game.
  - a. These balls are very durable. They can last many seasons without being broken, as long as they are inflated to the proper level and not abused. Damaged or lost balls must be replaced at the expense of the team. Replacement balls are \$25.

## **Players and Substitutes**

1. Eligibility
  - a. You must be 18 years old to participate.
  - b. Each player is required to create a Game On! user account and accept the electronic waiver(s) for the session. A player is considered ineligible and may not participate until these tasks are completed. A team may be penalized with a loss for any game in which they use ineligible players.
2. Rosters
  - a. The roster has a minimum requirement of 10 players, at least 4 of which must be female.
    - i) We put a minimum requirement on the roster size to make sure teams have enough players from week to week and reduce the risk of forfeits.
  - b. The roster is limited to a maximum of 20 players.
    - i) We limit the roster size so that all players on the team can get ample playing time. It is not fun to show up to a game and have to sit for most of it because the team has too many players. For groups of large numbers, we encourage them to split into 2 separate teams.
  - c. Rosters are locked at the end of registration and cannot be altered.
  - d. New players may not be added during the season. Once registration is closed, rosters are final.
  - e. Once a player is on the roster, they cannot be removed.
  - f. A player may not be listed on the roster of more than one team within the same division.
  - g. We recognize, sometimes you may need to use a substitute player if people from your team roster cannot make the game. In these situations, we encourage you to
    - i) borrow players from other teams, in the league, under the Short-Handed Rule.
    - ii) use the Guest Pass program, where a person, usually one not already on a team in your league, may register to play a single game as a sub. More details for this can be found on our website on the FAQ page and in the Guest Pass program page.
      - (1) If a team is using a Guest Pass player or players, we encourage them to alert their opponent, before the game, as a courtesy. This will help minimize confusion or unnecessary roster checks during or after the game.
      - (2) An individual person may use a Guest Pass in no more than 5 games for a team in a season.

- (3) If a Guest Pass player plays 5 games for a single team, that player may be added to the official team roster, by paying a guest pass registration differential fee of \$0, and as long as doing so does not violate any other roster requirements and/or rules and/or greatly upset the balance of competition in the division. This additional fee will mean the players has paid at least as much as everyone else in the league in order to play. This player will be eligible for the playoffs, but will not receive a league shirt.
- (4) Guest Pass players may NOT be used for playoff games
3. Players
- a A regulation team may consist of a minimum of 8 players and a maximum of 10 players in the field.
    - i) Four (4) outfielders (LF, LC, RC, RF)
    - ii) Four (4) infielders (1B, 2B, SS, 3B)
    - iii) One (1) pitcher
    - iv) One (1) catcher
  - b A team must supply catcher at all times.
  - c At least four (4) of the players must be female.
  - d The following positioning requirements must be adhered to:
    - i) You must have at least one (1) female in the outfield, at least one (1) female in the infield (along the base path), and one (1) female at either pitcher or catcher (but not both).
    - ii) The fourth female may occupy a position in either the infield (along the base path) or outfield, but not at pitcher or catcher
    - iii) If playing 5 female players in the field, then positioning will be 2 females in the outfield, 2 females in the infield, 1 female at pitcher or catcher, but not both.
    - iv) If playing with 6 or more female players in the field, females may occupy both pitcher and catcher positions.
  - e You may not have more than 6 male players in the field at any time
4. Short Handed Rules
- a A team may play with 9 players (6 males, 3 females) without taking an out in the batting order.
    - i) Teams may still not have more than 6 males in the field at any time.
    - ii) If a team has more than 6 males that would like to bat, they would have to take an out in the batting order where a female would kick in order to maintain the 2:1 sequence. This would occur anywhere they have more than 2 guys batting in a row.
    - iii) A team may not play with less than 8 players. If a team has less than 8 players, they will have to take a forfeit.
  - b If a team has at least 8 players but does not have the minimum 4 female players, they must take an out for each missing female player, each time that female would come up to kick in the kicking order. Some examples are listed below:
    - i) You have 5 male and 3 female players. This gives you 8 players but not the required 4 female players. You are missing 1 female player, so you would create the lineup as if you had 9 players. Somewhere in the lineup you must take an automatic out each time that missing female would come to bat. I recommend the 9th spot so you can go through the entire lineup before taking an automatic out. If a female player arrives

- after the game has started, she may enter the game and take the open spot in the lineup.
- ii) You have 6 male players and 2 female players. Again, this gives you 8 players but not the required 4 female players. You are missing 2 female players, so you would create the lineup as if you had 10 players. Somewhere in the lineup, you must have 2 open spots representing the missing female players. Those spots would be automatic outs until female players arrive to fill them. It is your discretion where to place the outs. I would recommend spreading them out so you don't end up taking 2 automatic outs in a row and killing a rally.
  - iii) The 7 male, 1 female configuration is not allowed because you can only have 6 male players in the field. This would leave you with only 7 fielders, and you have to forfeit.
- c. If playing short-handed with less than 4 female players, the female players that are present must occupy the following areas:
- i) 3 females
    - (1) One at pitcher or catcher
    - (2) One in the infield, along the base path
    - (3) One in the outfield
  - ii) 2 females
    - (1) One at pitcher or catcher
    - (2) One in the outfield or infield (along the base path)
- d. If a team loses players during the game, they may continue to play as long as they have 8 or more players remaining. **NOTE:** If a player leaves the game, and a replacement is used, the replacement may be of any gender, AS LONG AS this does not put more than 6 male players in the field AND you do not end up with more than 2 male players kicking in a row. If a replacement is not available at the time the player leaves the game, then the team forfeits their ability to provide a replacement at any time later in the game. At this point, however, the player may be removed from the kicking order without penalty.
- e. Borrowing Players – No one likes a forfeit. If a team is short-handed and risks forfeiting, they may borrow up to 2 REGISTERED players from other team(s) in the division and/or league.
- i) To be eligible, the borrowed player(s) must be listed on the roster of another team in the division and/or league and have accepted the league waiver.
    - (1) Teams using ineligible players can receive a forfeit as this goes against league rules.
  - ii) Teams may only borrow players for a regular season game
  - iii) Teams may NOT borrow players for a playoff game
  - iv) A team may only borrow 1 or 2 players to achieve a minimum of 8 but not more than a maximum of 10 eligible players.
  - v) A team may NOT borrow players to have greater than 10 players or substitute players for a game.
5. Substitution/Re-Entry Rule

If all players present for a game are in the kicking order, this substitution rule does not apply. You may rotate in/out of the field with no penalty, as long as you maintain at least 4 female players in the field. This only applies if you have players that are not in the kicking order due to not having a sufficient number of female players present to prevent kicking more than 2 male players in a row.

Any player may withdraw (i.e. so another player may enter the game as a substitute) and re-enter **once**, provided the player occupies the same kicking position whenever he/she is in the line-up. This means that the substitute must come out of the game when the starter re-enters.

A player coming into the game as a substitute must play one full inning before coming back out of the game. For example, if they come in during the bottom of the inning while their team is in the field, they must also play in the top of the inning while their team is kicking.

NOTE: Since you everyone on the team roster is allowed to be in the kicking order, as long as the entire team roster meets the 2:1 male:female kicking order ratio, you should never have to worry about the Re-Entry Rule. This would only come into play if your male players outnumber the female players by greater than 2:1.

For example, a team has 11 male and 5 female players. That is 16 total players, but only 10 male players may be in the kicking order otherwise you would have more than 2 male players kicking in a row. The 11<sup>th</sup> male player (Larry) must then sit on the bench until he is substituted into the game.

In the 4<sup>th</sup> inning, Larry comes into the game, as a substitute for Bob who is listed 4<sup>th</sup> in the kicking order. Bob must now sit the bench. However, because Bob is allowed to Re-Enter the game **ONCE**, he may return the game in the 5<sup>th</sup> or later inning. In doing so, he must occupy the 4<sup>th</sup> spot in the kicking order because this is where he started the game. This means that Larry must now come out of the game and return to the bench.

But, Larry is also allowed to Re-Enter the game **ONCE**. He may return the game 1 inning (or later) following Bob's return to the game. Again, Larry must return to the 4<sup>th</sup> spot in the kicking order because this is the spot in which he occupied when he began playing. This also means that Bob must, again, leave the game and sit on the bench.

## 6. Blood Rule

Any player, coach or umpire who is bleeding or who has blood on his/her uniform or body will be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered within a reasonable length of time, the individual will not be required to leave the game. The length of time that is considered reasonable is left to the umpire's judgment.

## **Uniforms**

1. In order to minimize confusion on the field, each team must select a uniform color.
  - a Colors are awarded on a first come, first serve basis of fully registered and paid teams
  - b Captains are asked, at the time of registration, for a 2<sup>nd</sup> choice in case their primary choice has been taken.
2. The league will supply uniforms to each member on the team roster.

- a You are welcome to customize the shirt. However, you must not modify the league logo on the front or any sponsor logo on the back. We also ask that you be tasteful and respectful in your customization.
  - b Those who miss the Regular Registration, and register under the Late Registration period may end up with a league-supplied shirt not of the same color as the rest of their team, or may not end up with a shirt at all, depending on when they register and when the shirt order was placed.
3. Each rostered player is encouraged to wear the league-supplied shirt for their team. This is how the staff and/or referees will be able to quickly tell if you are a registered participant without wasting 15 minutes of playing time doing roster checks for each game.
  4. Guest Pass or borrowed players must supply their own shirt of the same (or very similar) color as the team for which they are substituting.

## The Game

1. The scheduled game time is the start time. The umpire's clock is the official game time. Please plan on getting to the fields prior to the scheduled start time. All team warm-ups and ground rules with the umpire should be conducted prior to the start time.
2. No new inning shall begin after 55 minutes from the start of the game.
3. There will be no grace period. The game clock starts ticking down at the scheduled start time. If Team A is not ready to start the game, Team B has every right to accept a forfeit win. If Team B wants to allow Team A time to get their team ready, this will result in a shortened game. If this is the case, please do not complain about not having enough time to finish the game.
4. Regulation Game  
A regulation game will last nine (9) innings. However, a game becomes official after six (6) full innings have ended.
5. Shortened Games
  - a Any games suspended due to rain, natural causes or other reasons, prior to completion of 6 innings, will be rescheduled (if possible) at some time during or at the end of the season. The league will make every attempt to reschedule these games. However, they may end up on different days and times than normally played. Due to unexpected weather situations, there is a possibility these games are not rescheduled.
  - b Shortened games will resume at the exact point where they were stopped.
  - c If 6 innings have been completed, the game will be marked as an official completed game.
  - d If a shortened game ends after the 6<sup>th</sup> inning, but prior to an inning being completed (for example, the ump calls due to darkness in the middle of the 8<sup>th</sup>), the score will resort to what it was at the end of the last completed inning (with previous example, the score after the 7<sup>th</sup> inning was over).
  - e As much notice as possible will be provided for rainout make-ups. Double-headers and games on other nights and/or weekends may likely be necessary to complete postponed or shortened games.
6. Forfeited Games
  - a Everyone looks forward to playing ball when they get to the field. Especially after a long day at work. No one looks forward to a forfeit. This is why we take forfeits very seriously.
  - b To avoid a forfeit, teams are encouraged to borrow players under the Short-Handed rules or have substitute players register with a Guest Pass.
  - c In the event of a forfeit, the teams at the field are **NOT** to pay the umpire. The umpire will report the forfeit to the league, and the league will pay the umpire fee using the refundable forfeit fee of the forfeiting team.
  - d The team that forfeited will have 3 days to replenish their refundable forfeit fee. This amount will be used in case the team forfeits a second game. If the team does not forfeit a second game, the money will be returned at the end of the season, just like the original forfeit fee
  - e If the fee is not received within 3 days of the forfeited game, that team will not be allowed to play their next scheduled game. This will, also, be considered a forfeit.
  - f If a team forfeits 2 games, for any reason, that team will be ineligible for playoffs, may be removed from the league and may not be allowed back for future seasons.



7. Run Ahead Rule
  - a A run ahead rule will be enforced.
  - b If a team is ahead by 12 runs after 6 complete innings, the game will be stopped and considered a completed regulation game.
  - c This rule is in effect for all regular season and playoff games, EXCEPT for the Division Championship and League Championship games.
8. Sideline and Fan Conduct

Teams are responsible for informing their players, coaches, score keepers, friends, and associates that they are an extension of your team. Actions and/or words that are disruptive, even from those not participating, may result in action by the umpire. This could be ejection of a player, forfeit for a team, and/or the police being called.

### **Pitching**

1. The pitcher may not have any part of their body cross the pitchers plane while pitching the ball. Pitching must be done by hand, in an underhand motion, and not at an excessive speed, as judged by the umpire and/or league official. If these rules are violated, a warning will be given. If they are violated after the warning, the kicker will be awarded a walk, regardless of whether or not a kick attempt takes place.
2. The pitcher must maintain contact with the pitching plane for 1 full second before releasing the ball.
3. No player, except the catcher, may position themselves forward of the pitcher's plane prior to the ball being kicked. If these rules are violated, a warning will be given. If they are violated after the warning, the kicker will be awarded a walk, regardless of whether or not a kick takes place.
4. The catcher must be positioned behind the kicker and may not advance forward of home plate until the ball is kicked. Violation of this rule will result in a ball.
5. Strikes
  - a The strike zone extends 1 foot to either side and 1 foot above home plate.
  - b A pitch within the strike zone that is not kicked is a strike
  - c An attempted kick that is missed, regardless of where the ball is, is a strike.
  - d An attempted kick that is made from OUTSIDE of the Kickers' Box is a strike.
  - e Foul balls DO count as strikes on the 1<sup>st</sup> and 2<sup>nd</sup> strike.
    - i) After 2 strikes have been called on a kicker, they may foul a single ball at no penalty. However, the 2<sup>nd</sup> foul ball after 2 called strikes will result in a 3<sup>rd</sup> strike and the kicker will be out.
  - f Three (3) strikes shall constitute an out.
6. Balls
  - a All bouncies are balls. A bouncy is:
    - i) A ball that does not touch the ground at least twice before reaching the plate to be considered a legal pitch.
    - ii) A ball that bounces greater than one (1) foot high, from the bottom of the ball, during the last bounce before reaching the plate.
    - iii) A ball that bounces greater than one (1) foot high as it crosses the plate
    - iv) A ball that bounces greater than one (1) foot high as it leaves the strike zone and approaches the kicker
  - b Any ball that is outside the strike zone for which a kicking attempt is not made



- c Any time a catcher is forward of home plate or the kicker during the pitch and before the kick
- a Four (4) balls is a walk and the kicker is awarded 1<sup>st</sup> base.

## **Kicking**

1. You may have up to the entire roster in the kicking order.
2. You may not kick more than 2 male players in a row. This includes carryover from the bottom of the lineup to the top of the lineup.
  - a If during the 1<sup>st</sup> time through the kicking order, the kicking order is found to have three (3) or more male players kicking in a row, the team may alter the order of players who **have not yet kicked**, in order to make the kicking order compliant with the rules. If a compliant lineup cannot be made from those who **have not yet kicked**, then follow Kicking Rule 2b, below.
  - b If during the 2<sup>nd</sup> or greater time through the kicking order, the kicking order is found to have three (3) or more male players kicking in a row, the team is stuck with this kicking order and must take an out between the 2<sup>nd</sup> and 3<sup>rd</sup> male kicker each time this comes around in the lineup.
  - c NOTE: If both teams exchange/review their kicking orders prior to the start of the game, Kicking Rule 2a and 2b should never come into play.
3. All players in the field must be in the kicking lineup.
4. The kicker must strike the ball while within the Kickers' Box.
5. The kicker is not required to start their approach from within the kickers box
6. Any player not available to kick when due up will receive an automatic out.
7. If there is not an eligible player available to replace a missing, injured, ejected or otherwise removed player, the batting order will skip the vacated spot without penalty. However, the vacated spot may not be filled later in the game.
8. The batter will start with a clean count (0-0).
9. Foul balls DO count as strikes on the 1<sup>st</sup> and 2<sup>nd</sup> strike.
  - i) After 2 strikes have been called on a kicker, they may foul a single ball at no penalty. However, the 2<sup>nd</sup> foul ball after 2 called strikes will result in a 3<sup>rd</sup> strike and the kicker will be out.
10. **Bunting is not allowed.** Kickers must attempt a full kick at the ball. It is the judgment of the umpire that a kicker attempts a full kick, if not then a dead ball will be declared and a strike is awarded to the pitcher.

## **Kicker-Runner and Runner**

1. Walking a Kicker
  - a If a male kicker is walked and is followed by a female kicker; the male kicker will automatically be awarded second base.
    - i) The female kicker is then required to kick.
    - ii) However, if there are two outs; the female kicker then has the option to walk or kick.
    - iii) This rule was created to discourage walking male kickers to pitch to female kickers.
  - b It is possible to walk in runs.
2. There will be an orange safety base placed next to first base in foul territory. When running to first base, the kicker-runner must run through the orange base if running through first and not making an attempt at second base. The fielder (first baseperson) may NOT block the orange mat or cone at any time.

- a If for some reason the umpire does not have a safety base, the kicker-runner should still run to the outside of 1<sup>st</sup> base, and the umpire should call the game as if there was a safety base there.
3. A base runner may not leave the base until the pitched ball reaches home plate. If the base runner leaves the base before the pitched ball reaches home plate, the base runner will be called out.
4. There is no stealing.
5. Courtesy Runners
  - a A team may use one courtesy runner per inning, throughout the entire game.
  - b The runner may be any player of the same gender. Just keep in mind that the courtesy runner needs to be off the base path by the time it is their turn to kick or they will have to take an out.
  - c A female must replace a female and a male must replace a male.
6. A Kicker-Runner or Runner may be called out in the same standard ways as a baseball or softball game. In addition, they may also be called out by being hit with the ball.
  - a The ball must be thrown at shoulder level or lower, determined when the Kicker-Runner or Runner is in the upright position. No head hunting.
  - b If a ball hits a Kicker-Runner or Runner in the head when running upright, the runner will be awarded the base to which they are headed.
  - c If a ball hits a Kicker-Runner or Runner in the head because they were ducking or diving to avoid the throw, they will be called out.
  - d If a ball comes into contact with a Kicker-Runner or Runner at any time, they will be called out. For example, being hit with a ball kicked by their own teammate is an out.
7. If a play at a base is going to be a close call, the Runner should either get down, to avoid contact with the defender of the base, or give themselves up.

## **Protests**

1. You cannot protest **any** call by an umpire.
2. There are only **two (2)** types of protests:
  - a **Illegal player – An illegal player is a player who is registered to a team in the program, but playing on a team other than the one to which they are registered, outside of the short-handed rules. This protest must be done prior to the start of the game, prior to the player(s) in question stepping on the field (should they arrive to the game after it has started), or within a reasonable amount of time that might allow a team to recognize an illegal player. Once that reasonable time has expired and the player(s) have participated in the game, their opponent, by default acknowledges them as eligible and legal.**
  - b **Ineligible player – An ineligible player is someone who is not registered to a team in the program or does not have a valid Guest Pass for the game in which they are playing. A protest on an ineligible player may come at any time during or after a game has been played. A team can still receive a forfeit loss, from the league, for using ineligible players even if a protest is not filed.**
3. **If the protest is due to ineligible and/or illegal players, players from **BOTH** teams must lineup with a valid photo ID (i.e. driver's license or other legal verification) to be verified against their team roster.**

- a The player's photo ID must match the name of the player as shown on the roster. If they do not match, then the player cannot be verified and must sit out the game. Therefore, it is very important to for players to use their REAL NAMES in their user account which populates their team rosters.
  - b If a player does not have photo ID, they cannot be verified and will have to sit out the game until they can be verified.
  - c The roster checks will be performed with the game clock running.
  - d If an ineligible player (a person not registered at all with the specific sports program or Guest Pass program) is found, the offending team will forfeit the game on the spot. If both teams have ineligible players, both teams will receive a forfeit.
  - e If an illegal player (person registered with the program but not appearing on this particular team roster and also violating the short-handed rules) is found, the offending team will give up a two (2) runs to their opponent, and the illegal player will not be allowed to play. If both teams have illegal players, both teams give up points.
4. If no roster violations are found on the team being challenged and/or if roster violations are found on the roster of the protesting team, then the protesting team will give up four (4) runs to their opponent for wasting everyone's time.

## **Umpires**

1. Umpires are almost always 3<sup>rd</sup>-party officials from a dedicated officiating group or association.
2. Umpire fees are payable in cash, to the umpire, prior to the start of the game.
3. Umpires or the league representative may call an end or a postponement of a game at any time due to time restrictions or weather conditions. No protests will be accepted concerning calling a game due to time limit restrictions or weather conditions.

## **Scoring**

1. Each team must keep a score book with the team name and first and last name of each player participating in the game.
2. Each team must be able to verify the score after each inning.
3. Any dispute of final scores will be resolved immediately with the managers of the involved teams, the umpire and a league representative (if available). All decisions on scores will be final, with no appeals accepted.
4. Intentional misrepresentation of the score will result in a forfeit.
5. Upon completion of each game, the umpire should verify the scores and sign the scorebooks.
6. The winning team must report scores.
  - a If there is a Game On! Field Manager present, you may ask them to enter the score for you.
  - b The team captain may enter the score directly into the league website, from their Team Schedule page.
  - c The team captain may text or email the score to [scores@game-on-sports.com](mailto:scores@game-on-sports.com)
7. In order to keep standings current and accurate during the season, score reporting must be done by 6pm on the Sunday following their game. Failure to provide the league with scores, by the designated time, may result in the game not counting in the standings. This really only penalizes the winning team, as the winning team receives 2 standings points and the losing time receives 0.

## **Team Rankings and Playoffs**

1. Team Rankings
  - a Teams are ranked by a point system. A team will receive 2 points for a win, 1 point for a tie, 0 points for a loss, and -1 point for a forfeit.
  - b In the event 2 or more teams are tied in points, the following tie-breaking criteria will be used to separate teams. If more than 2 teams are tied, the tie-breakers are applied to find a single leader amongst the tied teams. Once that leader is determined, the remaining tied teams will begin at the top of the tie-breaking criteria. This process will continue until all ties have been resolved.
    - i) Overall Greater # of Wins
    - ii) Head-to-Head Record
    - iii) Lower Total Points Scored Against (shown as PSA in the standings)
    - iv) Fewer Forfeits
    - v) Coin Toss
2. Playoffs
  - a Teams ranked in roughly the top 2/3 of their division will earn a spot in the Divisional Playoffs.
    - i) For 4, 5 or 6-team divisions: The top 4 teams will make the playoffs
    - ii) For 7 or 8-team divisions: The top 5 teams will make the playoffs
    - iii) For 9 or 10-team divisions: The top 6 teams will make the playoffs
    - iv) For 11 or greater-team divisions: The top 8 teams will make the playoffs
  - b There is no “games played” requirement for participating in the playoffs.
  - c Only players from your roster will be allowed to participate in the playoffs.
  - d You may NOT borrow any players or use Guest Passes for playoff games.

## **Other Rules**

1. **Please be sure to remove all items from the fields at the end of your game. This includes any trash (bottle, paper, wrappers, etc.). When the grounds crews have to clean up after us, it reduces the time they can be spending on upkeep of the playing surfaces.**
2. If there is no play to be made, the defensive player cannot block a base. Warnings will be issued, followed by ejection from the game if necessary. Collisions, and consequently injuries, are to be avoided.
3. If there is to be a close call at a base or home plate, the runner should get down or give themselves up to avoid any contact with the base person.
4. Trees – If a kicked ball hits a tree, you will play it as if it was a ball hitting a wall in a baseball game. Basically, treat it as a grounder and keep playing.
5. The league has a zero tolerance policy regarding fighting. The player(s) fighting will be immediately expelled from the league and/or the team forfeits the game and/or season.
6. **Player Ejection**  
If an official ejects a player from a game, the player will not be eligible to play in the next scheduled game for which he/she is a team member.
  - a Example 1: A player is a member of multiple teams (i.e. different divisions) in the same league, Team A and Team B. Team B is playing at 10a, and the player gets ejected for swearing at the referee. Team B has no other games that day, but Team A has a game scheduled for 2p. The player will not be eligible to play in the 2p game.
  - b Example 2: A player is a member of multiple teams in the same league, Team C and Team D. Team D has a double header at 9a and 11a. Team C has a game at 10a. The player is ejected from the 9a game, for repeated and excessive illegal contact offenses. The player will not be able to play the 10a game with Team C. However, the player will be eligible for the 11a game with Team D.
  - c **NOTE:** This does not apply to a player who is asked to sit for a brief period of time to cool off. The player must be ejected for the remainder of the game for this take effect.
7. The online copy of the rules, linked from the program page, is always the most current and accurate version.
8. Game On! Sports reserves the right to alter, modify, or change these rules at any time, for any reason, and without notice.