



Thursday Night Lights: Kickball Edition Rules 3.0

HAVE FUN! Trash talking is allowed, but should only and always be for fun, never derogatory. All players should remain **RESPECTFUL** at all times in words and deeds. If a contentious call does come up all players must **REMAIN RESPECTFUL**. No one should feel targeted or bullied. If a player is found to be overly aggressive, argumentative, disruptive, or disrespectful, they will be issued a **WARNING**. If it is deemed by the Umpire that the actions of said player have exceeded level of warning and are harmful to others the team may be reprimanded with subtraction or addition of 1 (out) or the player will be disqualified from continued play. If said player is disqualified from play the individual is susceptible to suspension and potential disqualification from league play (no refund will be issued). FOUL language targeted towards others is prohibited.

I. PLAYER REGISTRATION

1. All participants must be registered, must have read and signed (electronically) the league's waiver, and must have all fees paid prior to play.
2. Players are only allowed to play for the team they have registered for. Free agents will be assigned to a team accordingly.
3. No refunds will be issued once registration is paid.
4. Teams during Regular Season play will be allowed to have an individual who is **not** registered for their team participate in game(s) (2 game maximum), this includes (waiver signature and \$20 to TKC venmo account). Teams will be invoiced and responsible for "drop in fees", failure to clear pending drop in fees will result in playoff ineligibility.
5. Only Individuals on registered on Rosters will be allowed to participate in Playoff Games.
6. Players will not hold Conglomerate Sports, our facilities or our sponsor bars responsible in any way for any injuries that occur during game play or at any Conglomerate Sports events.

II. ROSTERS

1. TNLK rosters will be capped at no more than (18) members per team and no less than (13) members. No more than (11) players and no less than (8) players shall occupy the field per inning.
2. Every team must consist of at least 5 women per team.
3. Trades are not permitted after the second week of regular season play, and are only admitted if the roster size for both teams involved remain the same as they were prior to the trade.

III. GAME ATTIRE

All registered players must wear their issued team t-shirts during games. If shirts are unavailable for unforeseen reasons, players are allowed to wear the assigned color of their team.

2. Players are only permitted to use balls, bases, cones and equipment provided by Conglomerate Sports during game play.
3. Players must wear closed toe athletic footwear during game play.
4. Metal spiked cleats are not permitted. Only plastic/rubber cleats will be permitted.

IV. REFEREES

1. Games must be officiated by at least one authorized official, the Head Umpire. When available, at least two officials referee each game: a Head Umpire, governs all game play and issues all final rulings, and has final authority on equipment issues. (2) Players from game not in play must serve as Referees and will assist the Umpire when deemed necessary.
2. Prior to each game, the Head Umpire will meet with the Captains of each team, to address any ground rules in effect, to ensure the exchange of team lineups, and to identify the designated Captains who will be authorized to have discussions with the Umpire during the game.
3. Only Captains identified prior to the start of game play will be permitted to respectfully appeal to the umpire.
4. Head Umpire has full jurisdiction over play and only their calls will be recognized as valid and official for the following:
 - a. Balls (3)
 - b. Strikes (3)
 - c. Fouls (4)
 - d. Outs (3)
 - e. Bunts (2 per inning)
5. Head Umpire has full jurisdiction over play and may:
 - a. call a timeout;
 - b. call off a game due to darkness, rain or other cause at the Referee's discretion;
 - c. 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. Ejected participants must leave the field area and may not return to the game.
6. Head Umpire has full jurisdiction over play and must:
 - a. Cancel or delay the game for lightning until safe to continue
 - b. Keep a record of the final game score.
7. Head Umpire may make rulings on any rare not specifically covered play in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

8. Games will be 7 innings or time capped at 50 minutes. At 50 mins unless the game is tied the current inning will conclude the match. (extended time for tie) Once 60 minutes is reached teams will automatically go to 2 outs for completion of inning(s).
9. Due to time constraints the Head Umpire can warn teams of excessive time delay. If perceived a team is delaying the game or "running the clock" on purpose the umpire can award or deduct (1) out at their discretion.
10. Rules may be amended as needed.
11. Tie rule contingent on umpire

V. TEAMS

As previously mentioned, no more than (11) players may occupy the field per inning, and no less than (8) players may occupy the field to avoid forfeit.

2. There must be at least (4) women per team per inning, failure of such will result in playing short 1 player in the field (10).
3. Every player present must be included in the kicking line up, which will be exchanged between Captains and Umpire before the game begins.
4. Kicking order shall alternate by sex no matter the actual number of males and females present.
5. A claim of improper kicking order must be made to the Head Umpire who will make the final determination. Such a claim must contain two parts:
 - a. the written kicking order was exchanged prior to game play;
 - b. the claim is 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. The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker.
6. All players injured during a game may use a pinch runner for that sequence, but after that (s)he must be removed from the lineup.
 - a. An injury removal will NOT cause a penalty if the number of players falls below the minimum requirement.
7. Games shall last (7) complete innings, but will not be permitted to exceed 1 hour and 15 minutes of play, including extra innings.

VI. BASE COACHING

1. 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.
2. Base coaches may not physically assist runners while the ball is in play.
3. Captains and other team members can only coach a kicker behind the plate. No coaching is allowed when a kicker is in the kicker's box. But can and will be warned about delaying the game.

VII. STRIKES

1. A strike is a pitch that is not kicked and is not called a ball that enters any part of the strike zone.
2. An attempted kick missed by the kicker inside or outside of the strike zone.
3. A count of three (3) strikes is an out. Ex: 2 fouls + a strike (no contact with the ball) is considered an out.

VIII. BALLS

1. A ball is a pitch outside of the strike zone as judged by the Referees where a kick is not attempted
2. A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box.
3. A pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box.
4. A pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker.
5. A pitched ball that is higher than one foot at the plate.
6. A count of (3) balls automatically advances the kicker to first base.

IX. FAIR AND FOUL BALLS

A foul ball is a kicked ball first touching the ground in foul territory.

2. A kicked ball first touching a fielder or Referee wholly in foul territory, while the ball is over foul territory.
3. A kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing the 1st-3rd base diagonal (foul).
4. A kicked ball landing in fair territory, touching a fielder then entering foul territory before crossing the 1st-3rd base diagonal (fair - live ball)
5. A kick made on or above the knee is (live playable).
6. A kicked ball touched more than once or stopped in the kicking box by the kicker (foul).
7. A kicked ball first kicked outside of the kicking box (live foul).
8. A kicked ball first touching a permanent object, such as a batting cage or fence (foul non playable).
9. There is no penalty for a defensive player who attempts to catch a foul ball and is unsuccessful, even if they make contact with the ball, as long as the player is in foul territory.
10. A count of (4) fouls is an out.
11. A fair ball is a kicked ball landing and remaining in fair territory.
12. A kicked ball landing in fair territory then traveling into foul or beyond the 1st-3rd base diagonal (fair – live ball).
13. A kicked ball first touching a fielder player or Referee in fair territory (fair-live ball).
14. A kicked ball landing in fair territory, then touched by a fielder in fair territory before touching the ground in foul territory (fair –live ball).
15. A kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory (foul – live ball).

X. OUTS

1. A count of three (3) outs by a team completes the team's half of the inning.
2. An out is a count of three (3) strikes or (4) fouls.
 - a. Ex. Player has 2 fouls (equal to two strikes) opponent pitches, If player does not make contact with the ball on a strike this would be a strikeout.
3. Any kicked ball (fair or foul) that is caught by a fielder. 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.
4. A force Out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base.
5. A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play.
6. A kicker or runner that interferes with the ball.
7. A tag of a base by any part of a fielder's body, while the fielder has control of the ball, before the runner originating at that base can tag-up as required due to a caught ball.
8. A runner off base before the ball is kicked.
9. A runner physically assisted by a team member during play.
10. An kicker that does not kick in the proper kicking line up.
11. A runner that passes another runner.
12. A runner outside of the baseline.
13. A runner who misses a base, as called by a Referee upon the conclusion of the play.
14. A runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play.
15. A runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner.
16. A player improperly occupying the sideline area after their team has been issued a warning.

XI. PITCHING, CATCHING AND FIELDING

1. (4) Women must be present for fielding per inning.
2. Balls must be pitched by hand. **Underhand pitching delivery** (bowling style). However ability to kick the ball based on bounce over plate is left to the discretion of the Head Umpire. Ball placement should be below knee, low shin to ground. (can be demonstrated by ref upon request for clarification)
3. Field Position must be maintained by all fielders until a pitch is in progress.
4. Fielders may not pass the designated line adjacent to pitcher until the pitched ball reaches the kicker. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick.
5. Catcher may not encroach into a kicker's area until contact is made. Contact with kicker prior to their contact with the ball will result in awarded base.
6. The pitcher must start the act of pitching with at least one foot within the pitching mound.
7. The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball.
8. No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip.
9. The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate.
10. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.
11. Catcher must remain behind kicker until contact is made with ball.
12. The kicker may not trigger a position violation through maneuvers judged by the Ref to be deliberately tricky or unsportsmanlike.

XII. KICKING

1. All kicks must be made by foot or leg, below the waist or shall be deemed foul
2. Any ball touched by the foot or leg below the knee is a kick.
3. All kicks must occur:
 - a. at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate.
 - b. within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick.
4. The kicker may line up outside of the kicking box.
5. Balls that are hit with anything else (i.e. hip, stomach or upper thigh) is considered a live ball foul, and may be caught for an out.
6. **Bunting** is allowed, **however** no more than (2) players may bunt in an inning per team.
7. **Bunting** is defined as an intentionally shortened kick. Players must fully extend their leg with intent to kick out or else it will be considered a **bunt**. All bunts will be called at the discretion of the Umpire and should be fielded as **LIVE** until the umpire instructs differently.
8. Every **bunt** after the teams allotted 2 **bunts** is considered a foul (4 fouls = Out).

9. ALL ATTEMPTS SHOULD BE PLAYED AS LIVE UNTIL INSTRUCTED BY VOICED DIRECTION FROM THE UMPIRE THAT THE BALL IS FOUL.

XIII. RUNNING

1. Runners must stay within the baseline, however runners are free to change course to avoid interference with a fielder making a play. When attempting to avoid a ball tag, runners may move no more than 5 feet out of their established path.
2. **Obstruction.** 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. Runners may choose to advance beyond this base while the ball is still in play.
3. No stealing bases is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.
4. 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. A runner failing to tag-up as required may be tagged out or have their base tagged out.
5. Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.
6. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.
7. An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base.
8. A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into out of play territory.
9. One base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance
10. If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.
11. Running past another runner, nor touching another runner is allowed. The passing runner is out.
12. Two runners cannot occupy the same base. One runner must vacate the base and either advance or return to previous base (determined by which runner vacates the base). When two runners occupy the same base the play is LIVE until a tag is made or the base runners are safe at separate bases.
13. Play is considered LIVE until the pitcher has the ball in a designated radius (5 feet on all sides) outside of the pitching mound.
14. Pitching changes will not be honored till play is considered DEAD

XIV. SCORING

1. 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. At the end of a game the team with the most runs wins.

2. IF 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.

XV. BALL IN PLAY

1. Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.
2. **Interference** is
 - a. When any non-fielder or non-permanent object except a Referee or a runner, touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed.
 - b. When any runner on or off base intentionally touches a ball, or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance.
 - c. When any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came.
3. During any play where a ball is popped or deflated significantly, that play shall be replayed with a properly inflated ball.

XVI. INJURY AND SUBSTITUTIONS

1. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held.
2. If a player is ejected, injured, or becomes ill and cannot continue, the written kicking order will continue in the same formation, less the removed player. There is no "automatic out" when the removed player's spot in the order is reached.
3. Injured players who do not kick shall not play in the game.
4. Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions.
5. Defensive lineups are set for the inning once the pitch is officially thrown to begin the inning. Substitutions for fielding may only be made due to injury. If a fielder is substituted for injury they will NOT be able to return to the playing field (offense or defense) unless confirmed by the opposing captain.

XVII. PLAYOFFS

1. If one team is ahead by (15) or more runs at the end of the fourth inning, the game will be over.