



Rules & Regulations

Facility

1. All games will be played at Gonzo Park (200 W. Rio Salado Parkway, Tempe, AZ 85281), weather permitting. Alcohol and tobacco are not permitted inside the complex or in the parking lot.

Player Eligibility

1. The Downtown Tempe Kicks! League is reserved strictly for Tempe businesses. Each team must provide a signed electronic roster and indicate business affiliation on the kickball application.
2. All players must check-in with league staff at the check-in table prior to participating. This is required each game.
3. Subs are permitted for teams each week, as long as the players sign the electronic roster prior to the game start and are specified on the league roster & team line-up sheet. An iPad will be available at the pre-game check-in table for subs/players to sign in on site if necessary.
4. Captains are required to provide a completed league line-up sheet to scorekeepers prior to each game. The kicking order line-up cannot be changed during the course of the game, unless injury occurs. If the injured player returns to the game, he/she must take his/her respective place back in the lineup.
 - Regular season: Captains must list all players who will bat in line-up prior to game start. Late players are allowed to join in any time, as long as they are on the line-up.
 - Playoffs: Captains must list all players who will bat in line-up prior to game start. If a late player is not present when it is their turn to bat, it counts as an "out" for the team. Late players are still eligible to play once they arrive on site.

Team Composition

1. A team can begin with as few as 8 players, but the maximum number of players on the field per team in one game is 11. Teams with fewer than 11 players are at a disadvantage.
2. A minimum of 4 women must be present on the field for each respective team.
3. A maximum of 15 players per roster are eligible for game play each week.

Equipment

1. All players must wear athletic shoes. We encourage teams to wear cleats, but shoes with any type of metal spikes or shoes with detachable metal cleats are not allowed.
2. All players are required to wear their Downtown Tempe Kicks! League T-shirts while in game play. Failure to wear said T-shirt disqualifies the respective player from participating in the game. It is the responsibility of the team captain to purchase extra shirts at the beginning of the season and bring them each week if there is a need for their team.

Ground Rules

1. Each team will have 11 players fielding and hitting throughout the game, at which point those players can be interchanged with anyone else on their respective roster. Note: defensive positions can be adjusted – batting orders cannot.
2. Schedule will determine home and away teams. The “bottom team” listed on the game schedule is home. The league supervisor will also announce home and away teams at the check-in table on game day, as a reminder.
3. Each team will “kick” through until the defensive team makes three outs. The inning is over after third out has been made.
4. Any 8-11 players from the line-up can play in the field each inning.
5. The game shall consist of seven innings or a 50-minute time limit, whichever may occur first. No new inning will start after the 50-minute time limit.
6. In the event of a tie score at the end of a regular season game, the game shall be marked as a tie. In the event of a tie score at the end of a playoff game, the game shall continue into extra innings, with full innings played until either the visiting team has scored more runs than the home team or the home team scores the winning run to close a respective inning. Home team continues to kick in the bottom of each inning. If the game is still tied after 6 extra innings, the international tie breaker rule goes into effect: at the start of each inning, a runner is placed on second base.

Scoring

1. Scoring works the same as softball rules. Once a player advances through all four bases (after kicking and during correct game play) and touches all bases including home plate, it is considered a run scored. Players must touch safety base in order for said run to count.
2. No pinch runners or subbing are permitted during game play, unless there is an injury present. Then, “sub” must come from that same team’s roster.

Game Time and Length

1. All matches will start at their designated times. There is a *5-minute* grace period until forfeit is declared. The refs and league supervisor will declare a contest a forfeit and have the discretion to amend the *5-minute* forfeit time rule in the event of unforeseen circumstances.
2. A game that is called off after 3 complete innings is considered a regulation game.
3. If a game is called off before 3 innings every attempt will be made to make up the game. If the game is unable to be made up the game will be considered a tie.
4. A game is considered a run-rule after 5 innings, if one team leads another by 10 runs.

Weather

Captains will be notified of weather updates 45 minutes prior to their game time. Please check with your captain or reach out to the league supervisor for updates.

Fielding

1. The defense consists of a Pitcher, Catcher, 1B, 2B, SS, 3B, and up to 5 outfielders.
2. Outfielders must stay at least 10 feet away from the infield until the ball is kicked.
3. Infielders (including pitcher) must be behind the first 1st to 3rd diagonal until the ball is pitched.
4. Catcher must be at least 3 feet behind the plate.
5. A player may not intentionally drop a catch-able ball in an attempt to complete a double-play. If a player intentionally drops a ball as determined by the referee, then all players are safe at their next base including the kicker running to 1st base.
6. In the event that a team is short 11 players, they may utilize players in whatever positions they see fit.
7. Each team must have a catcher and pitcher at all times.
8. If a fielder interferes with a base runner in the baseline, the base runner safely advances to the base they were approaching.
9. Fielders making a play on a base must lean out of the baseline when making a play on the bag. If a fielder is standing on the base, the runner will be safe if he/she needs to avoid a collision at the base.

Pitching

1. Strike Zone is the plate plus 1 foot on either side and 1 foot high.
2. Ball must be thrown underhand with minimal bounces.
3. The pitcher cannot sidearm or overhand roll the ball when delivering the ball to the kicker.
4. Ball must bounce at least 3 times before crossing the plate.
5. 4 Balls is a walk, 3 strikes is an out (foul on the 4th strike is an out).
6. No intentional walks.

Kicking

1. The ball must cross any part of the plate before it is kicked or a foul ball is called.
2. All kicks must be made by the foot. If kicked by shin or knee it will be a foul ball.
3. No bunting. You must follow through your kick or a bunt will be called.
4. A bunt will result in a strike and a re-kick.
5. A maximum of 5 home runs may be kicked per team per game. Passing this limit will result in an "out" called for each home run that exceeds 5.

Base Running

1. Runners must run to the safety bases at 1st and home.
2. The base runner may run through 2nd base to avoid a collision. The base runner may not advance to 3rd base if he/she runs through 2nd base.

3. If a fielder is standing on a base, the base runner MUST attempt to avoid a collision with the fielder. If the base runner does not make an attempt to avoid a collision he/she will be out.
4. Sliding is permitted, but player sliding is responsible for anything he/she may incur from sliding.
5. Force plays are same as softball.
6. Runners must tag up as in softball.
7. If you pass commit line between 3B and home, you must run home.
8. Force out at home plate after runner passes commit line.
9. Runners may be thrown out by hitting them directly with the ball.
10. Hitting the runner above the shoulders in the head or neck is prohibited.
11. No leading off or stealing.
12. Base runners must stay in the base line. If a runner leaves the baseline they are considered out.
13. If a runner intentionally uses the head or neck to block the ball the runner is out.
14. All ties go to the runner.

A foul is:

15. A ball landing in foul territory.
16. A ball that lands in fair territory but travels into foul territory before passing 1st or 3rd base except when touched by a player.
17. A kick made beyond home plate.

A ball is:

18. A pitch outside the strike zone.
19. Any catcher coming within 3 feet of home plate before the ball is kicked.
20. A ball that does not bounce at least 3 times before crossing the plate.
21. Pitcher crossing the pitching rubber before the ball is released.

Outs

1. Three strikes (or four if ending on a foul ball).
2. Any kicked ball that is caught in the air.
3. This includes a ball that is kicked in front of the plate and called foul.
4. A runner touched by a ball at any time while not on base.
5. A ball tag on a base to which a runner is forced to run.
6. A runner leading off a base.
7. Failure to run to the safety base at home.

Ball in Play

1. Once the pitcher has control of the ball in the pitching area, the play is over.
2. If the runner is already advancing to the next base, he/she may continue or go back to the base.

Sportsmanship

Above all, this league is for fun and the enjoyment of all those involved. Downtown Tempe Authority and its officials will eject/expel players for inappropriate behavior. In addition, DTA will remove any players and/or teams who cannot adhere to its policies and standards without refund.