



HKL Rules

GENERAL

WAIVER OF LIABILITY

- All participants must agree to the waiver of liability.
- All participants in the league assume the risk of injury. The HKL, its volunteers, and employees shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the league.

SPORTSMANSHIP

- Unsportsmanlike conduct will not be tolerated.
- Any behavior that is deemed violent, harassing, and/or inappropriate in any way, as witnessed by the umpire, referee, or HKL staff, will result in the actions outlined in our Sportsmanship Policy.
- A player who is ejected from a game must leave the premises immediately. Play will not resume until the ejected player has left.
- Officials reserve the right to end a game or call a timeout at any point if the overall sportsmanship is out of line.
- Captains are to be the team liaison to discuss any call or rule with an official during game play.

WEATHER POLICY

- The decision to call a rainout will be made as early as possible and all team captains will be notified.
- Rainouts will not be called unless conditions on the field are extremely poor or the weather is deemed dangerous.
- Umpires have the jurisdiction to call a game due to darkness or weather at the beginning or during a game.

TEAMS

SUBMITTING A ROSTER

- Each team must submit a roster with a minimum of 10 and maximum of 18 players.
- Rosters must be submitted and a waiver form must be signed before any player may take the field.
- Rosters must be finalized and no changes are allowed after the 2nd week of play.
- No player who is not on your roster and signed a waiver form may play in the league.

PLAYERS

- A team consists of 10 players (4 female minimum)
 - A team can consist of all females but not all men
- A team can start play with 8 or 9 players (3 female minimum)

- o When playing with 8 players a catcher does not have to be provided but someone from the infield will need to cover plays at the plate.
- A team may pick up a maximum of 2 players from another HKL team in the league to avoid forfeit.
 - o If rostered players arrive late, they must be immediately inserted into lineup for the substitute players.
 - o You cannot pick up substitute players for playoffs.

GAME SCHEDULE

START TIME

- All games will start at their scheduled time.
- If a team does not have enough players to start the game by 10 minutes after the scheduled start time, they will forfeit.
- If enough players to start the game arrive between 10 and 15 minutes after the scheduled start time, the game will be officiated and played as a scrimmage but will still be recorded as a forfeit.
- Once 15 minutes after the scheduled start time has passed, the game is still recorded as a forfeit and the teams are allowed to use the remaining time to practice or organize a pickup game. Officials are not required to stay and officiate.
- Teams forfeiting 2 or more times during the regular season will be ineligible for playoffs.

GAME LENGTH

- Regulation games are 7 innings. Regulation games can end in a tie.
- A game that is called off by the umpire after 5 full innings of play shall be considered a regulation game and will not be made up. The game score at the end of the last full inning shall determine the winner.
- A game that is called before 5 full innings of play shall not be considered a regulation game and shall be rescheduled and the suspended game will resume where it left off.

EXTRA INNINGS

- Regulation games can end in a tie.
- During the regular season, if a game is tied after 7 innings AND there are at least 10 minutes before the next game's scheduled start time, an 8th inning will be played. If the game is still tied after 8 innings, the game will end in a tie. If a game is still in progress when the next game is set to start, the game will be called and the game score at the end of the last full inning shall stand.
- During the post season, additional innings will be played until a winner is determined, however there will be no warm-ups between half innings.

RULES

PLAYING FIELD

- Like a softball field the pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or 14 paces from home plate, and directly aligned with the first/third base diagonal.

LINEUPS

- A lineup must be submitted to the umpire before the game begins and all teams must kick in the written order.
- All players get a spot in the kicking order.
- Teams may not bat 3 men in a row.
- A player arriving late to the game may be added to the end of the lineup only if it doesn't cause three men to kick in a row. If it will cause 3 men to kick in a row, insert the player into the last spot on the lineup that works with our line-up rule.
- If a player is ejected, injured, or becomes ill and cannot continue the lineup will continue in the same formation unless minor adjustments are needed to maintain the proper gender rules. The missing player will not incur an out when their spot in the line-up is reached.

ILLEGAL LINEUPS

- These rules will only be enforced if the offending team has scored any runs prior to the illegal lineup being caught. If no runs have been scored the lineup can be corrected and play will resume without restarting the game.
- If an illegal lineup is caught before the 2nd inning of a game, the game will be started over and the lineup corrected.
- If an illegal lineup is caught between the 2nd and 4th inning of a game, the lineup will be corrected and the game will be started over and played as a 5 inning game. If time permits, 7 innings may be played.
- If an illegal lineup is caught after the 4th inning of a game, the lineup will be corrected and teams will finish the game, however the game will be recorded as a forfeit for the offending team.
- Any team caught using an illegal lineup will be contacted by HKL staff and further discipline will be instituted for any future occurrences.

GAME PLAY

- Only captains may discuss or clarify calls with the umpire.
- The team captain may request a time-out from the umpire that can be granted at the umpire's discretion. All action in progress must be completed before a request may be made.
- Play ends and the umpire calls time when the umpire deems that all immediate play is completed.
- A count of 3 outs by a team completes the team's half of the inning. An out is the following:
 - Any combination of strikes/fouls
 - A runner touched by a kickball at any time while not at base
 - A fielder throwing a ball and hitting a runner with soft-to-medium force below the shoulder
 - Any kicked ball that is caught in the air in fair or foul territory.
 - A fielder with control of the ball and tagging a base to which a runner is forced
 - A runner off his/her base before the ball is kicked.
 - A bunted ball (after 1 team warning is issued)
- The umpire will decide if unnecessary force was used to throw a ball at a runner. In this case that player may be ejected and the runner will be called safe.

PITCHING & CATCHING

- The strike zone extends to 1 foot on either side of home plate, and 1 foot high.
- A legal pitch is delivered underhand.
- Pitch speed may range from slow to moderately fast.
- Pitching with excessive speed shall be determined a ball at the umpire's discretion.
- A ball that is kicked foul but rolls into fair territory before 1st or 3rd base will be considered a fair ball as long as no player has touched the ball in foul territory.
- A ball that is bobbled and then caught will be considered an out, so long as it doesn't touch the ground before the player catches it. Runners tagging up may advance once the ball comes in contact with the fielder, whether they make a clean catch or bobble the ball before catching it.
- It is considered a catch if the ball bounces from one player to another without touching the ground or any other surface. If it hits a fence, tree, or anything else first it is not considered a catch.

KICKING

- All kicks must be made by foot or the foot region.
- The kicker must take a full kick at the ball. There is no bunting. Each team will be issued a warning before outs are assessed for bunting. Once each team has been warned the play will result in an out and the ball is dead.
- All kicks must occur at or behind home plate. A kick in front of home plate is a foul (strike).
- A count of 3 strikes constitutes an out. A strike is the following:
 - A pitch within the strike zone not kicked
 - A pitch missed by the kicker
 - A foul ball.
- A count of 4 balls advances the kicker to first base. A ball is the following:
 - A pitch outside of the strike zone
 - Any fielder or pitcher advancing on home plate before the ball is kicked
 - Any catcher crossing home plate before the kicker or failing to field behind the kicker.
- A foul ball is counted as a strike. A foul is the following:

- o A kick landing out of bounds.
- o A kick landing in bounds but traveling out of bounds on its own before reaching first or third base; a kick where contact is made with the ball in front of home plate. Any ball touched by an in-bounds fielder is automatically in play.
- The infield fly rule is in effect.

RUNNING

- Runners must stay within the base line. Fielders must stay out of the base line unless they are fielding a kicked ball. 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 base line shall be safe at the base to which they were running.
- Neither leading off base or stealing a base is allowed. A runner cannot leave the base until the kicker has made contact with the ball or the runner on the base will be out.
- Hitting a runner with the ball above the shoulder level with a direct throw or kick by a fielder is not allowed. Any runner hit above shoulder level in this matter is safe. If the runner intentionally uses the head to block the ball and is so called by the umpire, or if the runner slides and is hit above the shoulders, the runner is out.
- If the runner is advancing after a kicked fly ball is caught, runners must tag their originating base before running to the next base. If the runner has not moved before the ball is caught, the runner may simply run forward without a tag up.
- All ties go to the runner. Runners may overrun first base, but if they are not attempting to advance to 2nd base they must stay in foul territory while returning to first base.
- Baserunners must not interfere with the play in progress. A baserunner who does interfere will be charged with interference resulting in both the baserunner and the batter-runner being called out on the play.
- When a defensive player has the ball and is waiting for the runner, and the runner remains on his feet and deliberately runs into the defensive player, the runner is declared out. The ball will be declared dead and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the umpire, the offending player will be declared out and ejected from the game and the runner closest to home will also be called out.
- Ball out of play: In taking advantage of the time loss from an overthrown ball that travels out of play, a runner may not run beyond the subsequent base to the one originally running toward when the ball was thrown.
- If a runner intentionally touches or stops the ball the play ends.

EQUIPMENT

- Athletic shoes are required. Metal cleats are not allowed.
- A game kickball (8.5 inches) and bases are provided by the HKL.

PLAYOFFS

SEEDINGS

- Playoffs are based on win/loss record.
- All teams will make playoffs.

TIEBREAKERS

- All teams tied in the standings will use the following tiebreakers, in order, to determine seeding:
 - o Most regular season wins.
 - o Head to head.
 - o Least runs allowed.
 - o Most runs scored.
 - o Least runs given up vs highest ranked common opponent.
 - If teams play a common opponent an uneven amount of times, the next highest common opponent is used.
 - If teams have same runs given up vs common opponent, the next highest common opponent is used.
 - o Coin toss.