

HYP Kickball Rules

REGISTRATION

All players register to play at <https://hyp.org/sports/>. If an athlete has trouble registering online or needs special accommodations, they must contact sports@hyp.org prior to registration closing to join a team. Communication must be received no later than 11:59 p.m. on the date of registration closing to be considered. Players may not be added to a team after registration closes for any reason. Any team found to be playing with unregistered players will be subject to the forfeit of matches in which the unregistered athlete played.

WAIVER OF LIABILITY & SPORTSMANSHIP POLICY:

All participants will review and accept the HYP Sports League Waiver of Liability Form and Sportsmanship Policy when they register to play. All participants in the league assume the risk of injury. HYP, its volunteers, and employees shall not be liable for injury to a person, loss, or damage to personal property arising from, or in any way resulting from, participation in the league. Harrisburg Young Professionals is not responsible for any lost or stolen equipment, bottles, clothing, or etc.

Teams are STRONGLY urged to participate in the division that most appropriately matches their athleticism and competitiveness. This helps create fair, competitive matchups and contributes to the overall enjoyment of the league.

TEAM ROSTER:

- There is no maximum number of team members.
- Teams must consist of a minimum of 3 females.
- Each team fields a **maximum of 10 players** and a **minimum of 8 players** (One of the players must be a catcher and one must be a pitcher).
- Roster additions can be made after the close of registration in the event of a player's injury or unforeseen illness. The affected player must contact the Sports and Fitness Committee to make accommodations at sports@hyp.org.
- Any unregistered player found by a pre-game roster check will not be allowed to play.
- A team captain may request a roster check at any point prior to the 3rd inning.
- Any ineligible player found by an in-game roster check will result in a forfeit by the team for whom he or she is playing and scored 0-7. The team's captain is suspended for 1 game.

TEAM CAPTAINS

Team captains are expected to take an active role in managing their teams. If a team captain is not present for a match, one player will be designated by the team for that game to be Co-Captain. Captains are responsible for:

- Requesting roster checks by game officials before or during the game (cannot be completed after the game). When a roster check is requested, players will need to present photo identification (driver's license or an ID with their name and picture) to ensure they match up with the players listed on the roster. If a check is requested and a player does not have an ID (a picture of their photo ID on a phone is fine as long as it's clear), they will not be permitted to play. Printed copies of the rosters will be available on-site and captains will also be sent copies of the rosters.
- Making sure all team members are familiar with the rules and applicable league policies.
- Informing the opposing team captains and game officials of any use of substitute players.
- Discussing calls and rule disputes with game officials in a professional manner.
- Reporting incorrect scores to the Sports & Fitness Committee within 48 hours of their posting. After 48 hours the game score is final.
- Attending the required captain's meeting prior to the start of the season. The captain's team will forfeit each of their matches until this requirement is met. The captain's meeting is also where you will receive your team shirts. If a captain is unable to make the meeting, another member of the team is asked to attend or have accommodations made to receive team shirts and other information at another time.

EQUIPMENT AND CLOTHING

- **All players are required to wear their current HYP kickball jersey during gameplay. If a player's jersey is lost or destroyed, he or she must contact HYP at sports@hyp.org or call the office at 717-257-0406 to purchase a**

replacement. Our sponsors pay a large amount of money to help make our leagues affordable and we would like to honor this commitment by wearing current shirts during games.

- Players must wear rubber cleats, plastic cleats, or sneakers.
- Sunglasses/hats may be worn at your own risk.
- Dangling jewelry and personal electronics should not be worn.

START TIME

- Every effort will be made to ensure all games start at their scheduled time, unless notified otherwise.
 - At the start of the game, the 45-minute time limit begins regardless of whether both teams are ready.
 - Teams that do not have the minimum 8 players at the start of the game are permitted a 10-minute grace period.
- This does reduce the playing time to 35 minutes for teams that are not ready at the start of play.

GAME LENGTH

- Games are 45 minutes in length. The 45-minute game length begins at the start of the scheduled game time.
- Regulation games are a minimum of 4 innings and a maximum of 7 innings.
 - Regular Season Games & Bowl Games can end in a tie.
 - Playoff games will not end in a tie and extra innings will be played until a winner is determined.
 - If a team leads by 10 runs or more after 4 innings the game will be declared over on the mercy rule.
 - A game that is called off by an umpire after 4 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. Games that end before 4 full innings will be made up and will begin a new game from the beginning unless a team is winning by 15 or more runs after 3 innings.
 - There is a limit of 9 runs per inning, except for the last inning.

PLAYING FIELD

- The pitching strip is in the center of the diamond, 42 feet 5 1/8 inches and directly aligned with the first/third diagonal.
- The kickball diamond is a square with equal sides of 60 feet. Measured to the back of each base.
- The distance from home plate to second base, and from first base to third base is 84 feet 10 inches.
- The pitcher's box is 3 feet by 3 feet square in the center of the kickball diamond.
- A 20-foot dotted line will be painted outside the home plate, first and third base line to indicate out of bounds.

LINEUPS

- A kicking line-up must be submitted to the opponent **IF** a team requests the line-up.
 - Captains must exchange kicking line-ups prior to the game beginning.
- All players on the team must have a spot in the kicking order and must kick.
 - **Elite Division:** There is no restriction as to how many males can kick in a row. A player arriving late to the game must be added to the end of the line-up.
 - **Casual Division:** Teams may not kick 3 males in a row. After 2 males have kicked, a female must kick. The kicking order does not change unless you do not have enough females to kick every third batter. In this scenario, females will need to be rotated through the kicking order to prevent 3 males from kicking 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 3 males to kick in a row.
- If a team does not have a minimum of 3 females to play, the team will take an out for each female player that is missing from the lineup. The team must play one player down in the field for each female that is missing.
 - 1 female is required for a team to play a game since a maximum of 7 males can play in the field and a minimum of 8 total players are required in the field.
 - If a player is ejected, that player's kicking spot will count as an automatic out (opposing captain must keep track).
 - If a player is injured or becomes ill and cannot continue the game, the lineup will continue in the same formation. The missing player will not incur an out when their spot in the line-up is reached.

SUBSTITUTE PLAYERS

- If a team has less than the minimum roster requirement to fill the field, they may pick up a maximum of 2 players from another HYP Kickball team to reach a maximum of 10 players (7 males, 3 females) to play the field. The team cannot exceed the 10-player maximum when adding substitute players.
- Teams may only have substitute players from their own division or lower (for example, a casual division team may not add a substitute player from the elite division unless that player is registered in both leagues).
- A rostered player who arrives late must immediately replace any substitute players.
- Substitute players cannot be used in playoff games. Roster checks will occur before all playoff games.

PINCH RUNNERS

- Players needing a pinch runner must let the umpire know before their first time up to kick.
 - The exception to this is if a runner injures themselves running to a base; in this case, a pinch runner may be awarded at the umpire's discretion.
- Once a player uses a pinch runner, that player must use a pinch runner for the remainder of the game. The last player of the same gender who has been called out shall be the pinch runner.
 - If no player has been called out, the player of the same gender farthest away from the player needing a pinch runner in the kicking order will be used as a pinch runner.

GAMEPLAY

- The home team will be determined by the schedule (Home Team - Takes Field First) (Away Team - Kicks First) • The team captain may request a time-out from the umpire that can be granted at the umpire's discretion. All action in gameplay must be completed before a request may be made.
- The play ends and the umpire calls time when the umpire deems that all immediate gameplay 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 a base.
 - A fielder throwing a ball and hitting a runner below the shoulders.
 - 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.
 - 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.
- Throwing the ball at the base does not count as an out. The fielder must hit the runner with the ball or maintain control of the ball on the base on a forced run.
- Ball out of Play: The umpires will use discretion to determine when a ball is out of play.

KICKING

- All kicks must be made by the foot or the foot region. All kicks must occur at or behind home plate. • The count for every batter in **casual**, will begin with a 1 ball, 1 strike. The count for every batter in **elite**, will begin with 0 balls, 0 strikes.
- Males must kick the ball past the dotted line that is between 1st-3rd base. The ball must stay beyond the line to be fair.
- If the ball is fielded before it reaches the line and before the umpire signals foul ball, it is in play and is considered fair.
- A count of 3 strikes constitutes an out. A strike is the following: a pitch within the strike zone not kicked or a foul ball. • A player who double-touches the ball during a kick (e.g. kicks and bounces off hand) will be called an illegal kick and the kicker will receive a strike.
 - If the second touch occurs in fair territory the kicker is out.
- A count of 4 balls advances the kicker to first base. A ball is:
 - A pitch outside of the strike zone.
 - Any fielder or pitcher advancing or playing in front of the dotted line before the ball is kicked. The kicking team has the option to add a "ball" to the kickers count or allow the play/kick to stand.
 - A catcher not behind the kicker when the ball is kicked. The kicking team has the option to add a "ball" to the kickers count or allow the play/kick to take a strike.

- A foul ball is counted as a strike. A foul is the following:
 - A kick that settles on foul territory between home and first base or between home and third base.
 - A kick that bounces past first or third base on or over foul territory.
 - A kick that first falls on foul territory beyond first or third base.
- If there are four balls and zero strikes, the kicker gets two bases.
- If there are four balls and any strikes at all, the kicker gets one base.
- If there are two of the three bases covered, then only one base is awarded regardless of balls and strikes.

PITCHING & CATCHING

- The strike zone extends to 1 foot on either side of home plate, and 1 foot high.
 - Teams can intentionally walk a batter, but all other runners on the bases will advance one base. •
- The count for every batter will begin with 1 ball, 1 strike.
- Once the pitcher has the ball in the pitching square (time will be called), runners may not advance to a base. Umpires will use discretion to determine when time should be called. The ball does not have to be in the pitching square for time to be called by the umpire.
 - The ball must bounce at least 3 times after being pitched prior to crossing the front of the plate.
 - Elite Division: All pitching styles are permitted.
 - Casual Division: Pitches must be delivered underhand with no spin. Teams will receive (1) unofficial warning, then an official yellow card, and finally a team forfeit of 0-7 if caught violating this rule. (Illegal Pitch-Ball)
 - A ball that is kicked foul but rolls into fair territory before 1st or 3rd base will be considered a fair ball if no player has touched the ball in foul territory.
 - A catch is the act of a fielder getting secure possession of the ball in flight and firmly holding it. It is not a catch if simultaneously or immediately following the player's contact with the ball, the player falls or collides with another player, and because of such fall or collision, drops the ball.
 - A team may not have a 2nd catcher or rebounder behind the catcher.
 - Once an inning starts, pitchers and catchers are not allowed to change positions unless an injury occurs. If an injury occurs, a player of the same sex must replace the injured player.
 - The catcher must remain behind the kicker when the ball is kicked. If the catcher is not behind the kicker when the ball is kicked, the kicking team will add a "ball" to the kicker's count or allow the play/kick to stand.

RUNNING

- Runners must stay within the baseline. Runners may leave the baseline if a fielder is attempting to field the ball within the baseline. Runners who contact a fielder that is attempting to field a kicked ball will be called out. Fielders must stay out of the baseline unless they are fielding a kicked ball. If the fielder, who is not fielding a kicked ball, interferes with a runner, the runner will be called safe. (Judgment call by umpires...e.g., if an errant throw takes the fielder into the baseline and the fielder contacts the runner, the runner will be called safe.)
 - 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.
 - Leading off base or stealing a base is NOT allowed. A runner cannot leave the base until the kicker has contacted the ball. An automatic out will be called.
 - 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 manner is safe.
 - If the runner intentionally uses the head to block the ball or if the runner slides and is hit above the shoulders, the runner is out.
 - Runners may overrun 1st base. A defensive player may tag a runner out if they attempt to run to 2nd base. •
- When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The runner who is tagged is out and the other runner is safe and may stay on the base. • Ball out of play:
- In taking advantage of the time loss from an overthrown ball that travels out of play, a runner may

only receive one additional base if the ball crosses out of the 20 feet dotted line.

- A player will be called out if they do not run to the orange safety base/cone on the outside of the defensive base. (if there is no play at 1st base, the runner doesn't have to touch the safety base).

RULE CHANGES

Should circumstances justify a change to any rules or policies that will improve the game experience for all players, the Fitness and Sports Committee reserves the authority to affect rule changes up until the start of the second half of the season. Proposed rule changes will be disseminated to team captains for comment, and if agreed upon, implemented by the following week.

General Rules Violations, Unsportsmanlike Conduct, and Forfeiture Policy:

This policy applies to all league sports, including Flag Football, Pickleball, Kickball, Volleyball, Dodgeball, and any other sanctioned league activities.

1. Rules Violations

- Any participant, team, coach, captain, or spectator found violating league rules may be subject to penalties as determined by the officiating staff.
- Minor violations may result in warnings, loss of possession, loss of points, penalties, player removal, or other sport-specific sanctions.

2. Unsportsmanlike Conduct

- Unsportsmanlike conduct includes, but is not limited to, abusive language, harassment, threats, fighting, intentional rule violations, disrespect toward officials, or actions deemed detrimental to the integrity of the league.
- Officials may issue warnings, penalties, ejections, suspensions, or recommend further disciplinary action.

3. Cheating and Fraudulent Activity

- Any act of cheating, including the use of ineligible players, falsification of scores, intentional rule manipulation, or any attempt to gain an unfair competitive advantage, will be reviewed by league administration.
- Upon receiving a report or observing a potential violation, the matter may be placed under investigation by the Head Official and/or HYP Committee.

4. Investigations

- The Head Official and/or HYP Committee reserves the right to investigate any alleged rules violation, misconduct, or cheating incident.
- During an investigation, game results may be considered unofficial until a final ruling is made.
- The committee's decision shall be final.

5. Forfeitures

- If a violation, misconduct, or act of cheating is confirmed, the Head Official and/or HYP Committee may declare a forfeit of a set, match, game, or event.
- Additional penalties may include player ejection, team disqualification, suspension, loss of standings points, or removal from league competition.

6. Authority

- The Head Official and HYP Committee maintain full authority to interpret league rules and impose disciplinary actions necessary to preserve fair play, sportsmanship, and the integrity of competition.

PLAYOFFS

Elite Division: All Elite Division teams will be eligible for Postseason Playoffs and will compete in a Major League Single-Elimination Bracket Tournament (top-seeded teams) or a Minor League Single-Elimination Bracket Tournament (bottom-seeded teams). The Champion of the Major League tournament will win a trophy and a \$100 team gift card to our league sponsor for the season, and the Minor League Champion will win a trophy.

Casual Division: All Casual Division teams will participate in at least one extra game after the Regular Season, defined as

a “Bowl Game”. The goal of bowl games is to play a team of a similar competition level that you did not play during the regular season. These games will be played the final two weeks during the Elite Division Playoffs.

STANDINGS

Team captains are encouraged to confirm the final score with umpires after the match. Scores will be posted, and standings updated on League Lobster within a day after games are completed. Captains have 48 hours after scores are posted to report an incorrect score. After 48 hours, all scores and standings are final.

Team standings are determined by the following:

1. Overall winning percentage
2. Head-to-Head record
3. Lowest total runs allowed
4. Point Differential

WEATHER POLICY AND MAKE-UP GAMES

Kickball games will be played unless postponed, delayed, stopped or canceled. Depending on the rules of the sport for each sport, games that will be made up at a future date will start from the beginning with the score 0-0 if the game has not reached 4-innings. This policy will allow teams to get more game action and will allow refreshing from the canceled game. Please “like” our Harrisburg Young Professionals Facebook page to look for updates for game cancellations as teams will know by 3:00 PM if a game is canceled.

ALCOHOL POLICY

Harrisburg Young Professionals does not tolerate any sort of alcohol consumption at any athletic venues. Individuals who participate in HYP Sports must be over the age of 18 and under the state law of Pennsylvania the minimum age to purchase, consume or possess alcoholic beverages is 21 years. It is illegal to furnish or serve alcoholic beverages to any person under the age of 21. The law prohibits carrying or consuming alcoholic beverages in open containers outdoors on public property, regardless of a person’s age.