Rules and procedures
Kickball

Please Remember:
> Please sign the player waiver!!
>Games are 7 innings
>No inning can start after 45 **minutes**.
> After 55 minutes the game will stop and the score at the bottom of the last inning will stand.
>Strike Box is used.

Defense:
>One female player must lineup (in the field of play) in the outfield and one must play in the infield.
>Pitchers must start at the Pitchers stripe.
> No Run-ups -Pitcher can take one step to the mound.
>Defenders cannot set up in the base paths without the ball. Runners must slide or give up if the defender has the ball Collisions are never allowed.
>Fake tags are not allowed- a dead ball will be called and a base awarded.
> Tag outs – Player can be hit with the ball or thrown to base on a force – out.
> No Head shots. If the Ump feels the head shot was reckless or on purpose a dead ball will be called and base awarded.

Offense:
>Three males cannot bat in a row- even if you bat through the order. The batting order must be MFMMFMMFMF
>Third strike foul is an out for all players.
>NO BUNTING IS ALLOWED. If the ump feels the batter stopped or slowed down their kick a strike will be called.
> If a male is walked with a girl on deck the male goes to second and the girl has the choice whether to kick or not.

Misc.
>Absolutely No refunds.
>NO GLASS CONTAINERS ALLOWED IN THE FIELDHOUSE
>No sunflower seeds!
>No smoking allowed.
>No tobacco pouches
>Do NOT warm up in the outfield when the other game is going on.
>Umpire fees must be paid in CASH. No cash App-or Venmo.
>Listen to the ground rues.
>A ball hitting the wall in foul territory is a foul.
>Balls can be played off the ceiling for an out.

>Runners must slide or give up if the defender has the ball Collisions are never allowed. Defenders cannot line up in the base paths without the ball.
> **Spikes are not allowed.** Only turf shoes or sneakers.
> The umpires call is final.
> When 8:00 teams arrive please stay in the outfield stands until the game is over.

Mil-Sher Kickball league implements the **Argument is Over** rule..(AIO)
>You can question a call to the Umpire. Once the next play start the conversation is over! If you continue to argue the call you can be removed from the game. If the ump heard it you said it – no matter who it is directed too.
>If a player is removed from the game a player has two minutes to leave the Arena. If a player doesn't leave they will be suspended.
>Trash talk between teams is **prohibited. You'll get a warning then you'll be removed from the game.**

Forfeits
>Forfeits are rare but do happen. There are **NO Grace periods**. Check the weather. Teams are expected to ready to play **10 minutes before game time**.
> If the other team doesn't show and your team wants the win pay the ump. If you want a tie -don't pay the ump. Your score will be recorded as 0-0. If you pay the ump it will be necessary for the forfeiting team to **return your money or drop**.