



SUMMARY

- ❖ 11 players on the field maximum including at least 4 women
- ❖ 7 players, including 2 women required to start a game
- ❖ No bouncies (a.k.a. bouncing pitches)
- ❖ No head shots (i.e., you can throw the ball at the runner, but NOT at their head)
- ❖ All fielders must stay behind the pitching line until the ball is kicked
- ❖ Bunting is allowed, but limited to 3 per inning.
- ❖ 1 base on overthrow is maximum, but not guaranteed
- ❖ To encourage participation, everyone present at the game must be in the kicking order
- ❖ No more than 3 men may kick in a row in the kicking order
- ❖ ZogSports will provide umpires for every game
- ❖ ZogSports will provide regulation red bouncie kickballs, a set of bases and set-up the field for each game
- ❖ 7 inning games (or 60 minute time limit – no mercy rule)
- ❖ Any unsportsmanlike behavior will result in that player/team being suspended/removed from participating in all ZogSports leagues for one year

FORFEITS/GAME TIME

Please don't forfeit. Your teammates and opponents count on you to have a full team and competitive game. Each team must have at least 7 (seven) players including 2 (two) women to start a game. Game time is forfeit time. There is a 10-minute grace period for early games only. Due to the extremely tight schedule, we strongly suggest arriving at the field 20-30 minutes before game time for warm-ups since the games must start on time to complete the game.

START OF THE GAME

Home team is listed on the schedule and will take the field first. Each team is responsible for keeping the score and having their kicking order written down. Before the start of the game, both captains will meet at home plate to discuss the ground rules with the umpire and exchange line-up cards.

LINE-UP CARDS

Line-up cards will be filled out before the start of each game (first name/last name) and handed out when the ground rules are given. One card is given to the umpire and the other to the opposing team. The umpire's card will be the official card. All changes to your line-up must be reported to the umpire and opposing team. Teams not handing in their card at this time will be penalized one out in their first at kick. If the card is not handed in by the end of the first inning, that team will forfeit the game.

CLOCK

All games are seven innings or about 60-minutes (warm up time included); the last inning will start 15 minutes before the next scheduled game. [If there is no scheduled game after the current game, the umpire will allow the teams to complete the game as long as it does not exceed 90 minutes in length.] The umpire will enforce this rule and will make the call at the top of the final inning. Note: Due to differing circumstances in each and every game, some games will finish short of the full 60 minutes, while others might run over the time limit. Please respect your umpire's call in this matter. He/she must keep all games on time in fairness to teams playing later games and due to Parks permit restrictions.

Please, no infield or kicking practice before a game. Get to your games early enough to warm up on the side while the previous game is still being played. Give yourself plenty of time to get to the games, as the subways are often unpredictable and the fields are located 5-15 minutes away from the subway station. No warm-up pitches between innings. Have your team hustle on and



off the field each inning since we are on a tight schedule. Have fun and please do not give the umpires a hard time. Thanks for your cooperation.

Exception: A 10-minute grace period will be allowed for the first game only, but this will come out of the game time. The umpire's watch is the official game time. Umpires or the league supervisor may call an end or a postponement of a game at any time due to time restrictions or weather conditions. No protests will be accepted concerning calling a game due to time limit restrictions.

Rainout/Time Expiration During a Game/Inning – The score will revert to the last full inning played if the time expires or a rainout occurs in the middle of an inning. If a rainout occurs while a game is in progress, 3 innings must be completed for the game to count. (If the home team is ahead after the completion of the top of the 3rd, this constitutes a complete game). The umpire's clock is the game clock and will inform both teams when the game has started. No minimum number of innings for a complete game if the time limit has been satisfied. After your game is completed, please clear all benches ASAP and get to the bar. Playoff games will not have a time limit to complete 7 innings.

Tie Rule – If a game is tied after seven innings, one extra inning of play will be allowed to break the tie, time permitting. If time expires and game is tied, the game stands as a tie.

RAINOUT INFORMATION

ZogSports offers two ways to check if your game is on or rained out:

1. Primary - Weather alert page at www.zogsports.org and
2. Secondary - Weather Alert Hotline at 212-202-7532 (please do not leave message on this number)

We will post rainout information 1 to 1 & ½ hours before the start of the game (by 4:30 pm for 5:30 or 5:45pm games, 5:15pm for 6:30/6:45pm games or 5:45pm for 7pm and later games) on the day of the game. This will include which fields; if any are playable (Riverbank and AG are turf and will often be playable when other fields are not). If inclement weather occurs after 4:30 pm, information on rainouts will be available on the Weather Alert Hotline only, not on the website. Not every field becomes unplayable after a rainstorm. We will make an effort to have games on every playable field possible. Captains will be emailed by 4:30 pm for early games and by 1-1 & ½ hours before game time for later games. Games will be canceled immediately if lightning is in the area.

RAINOUT MAKE UP DATES

Rainouts will be made up. However, you could get rained out on Monday and make-up the game as early as later that week. You may also play more than one game a week, depending on the number of rainouts. If ZogSports experiences excessive rainouts during the season, there is a chance that your team will not be scheduled for all of your make up games. We sincerely hope that this does not happen, but acknowledge the possibility. Thanks for understanding.

ROSTERS

There is no maximum number of players allowed on your roster. Teams can drop and add players up to the 4th week. Rosters are frozen after the last game of the 4th week. Rosters must be submitted before the start of the first game played.

Officially, if you are short handed during the season you may pick up another ZogSports player(s) not on your roster for the game. However, there is a 1 run penalty for each player picked up and you must have 7 players officially on your roster to begin the game. Also, you cannot pick up more than 3 players (i.e. cannot pickup to equal a full squad or enough to equal the opponent).



DURING THE PLAYOFFS, ONLY PLAYERS ON YOUR ROSTER ARE ALLOWED TO PLAY. Waivers must be signed by all players and handed in before the start of the first game. **PLAYERS WILL NOT BE ALLOWED TO PARTICIPATE IN ANY GAME WITHOUT SIGNING THE ZOGSPORTS WAIVER.**

KICKBALL EQUIPMENT

ZogSports will supply a red bounce kickball and bases for each game.

KICKBALL RULES

Only captains can discuss a rule with the umpire and no judgment calls will be discussed. Players will be ejected for unsportsmanlike conduct towards an umpire.

Playing Field – The field is the same as a softball field. The dimensions for field set-up are as follows:

- The distance between bases is 60 feet (or about 20 paces)
- 2nd base is about 85 feet (or about 28 paces) from home plate
- The pitcher's mound/line is about 42 ½ feet (or about 14 paces) from home plate

Number of Players on the Field

- Maximum number of players in the field is 11, including at least 4 women.
- There are no position requirements of any players, (i.e., there need not be 2 females in outfield and 2 in the infield).
- Minimum number of players in the field/your starting line-up is 7 (at least 2 of whom must be women. There is no maximum number of women allowed on the field/in your line-up. No more than 7 men are allowed on the field at one time.
- A team does not need to play someone at the catcher position unless they have 9 or more players.
- A player arriving late may be inserted at the bottom of the order even if you have kicked around one or more times. You are allowed to place that player in the field, if your team is not kicking. Make the umpire and opposing team aware of these additions.
- If a team has less than the minimum required number of players it is up to the opponent as to what is allowable (i.e., the opposing team may give a team a player or allow them to pick up another ZogSports player). If this is not possible, the game will be ruled a forfeit.

Number of Players in the Kicking Order/Line-Up – In order to encourage maximum participation, **teams must kick every player present. You must kick 4 women in the first 11 spots and no more than 3 men can kick in a row.** In situations where a team has more men than women present, some women may need to kick twice in the rotation. Men may never kick twice in the rotation. Line-ups must be given to the umpire for every game.

Teams must designate which women will kick twice on their line-up card. Only those women will be allowed to kick twice or the kicking out of order rule will be enforced.

No player may be dropped from the kicking order, absent extenuating circumstances such as serious injury, as determined by the umpire. Gaining a tactical advantage is not an exigent circumstance. If an injury occurs and a player cannot kick, the next kicker "moves up" to kick with no penalty. Any player (without approved injury excuse) who is not available to kick when due up receives an automatic out.

Kicking Out of Order – If the error is discovered while the incorrect kicker is kicking, then the correct kicker will assume the ball/strike count of the incorrect kicker. If the



incorrect kicker reaches base safely and the error is discovered, the correct kicker will be called out. All runners will return to their original base and the incorrect kicker will return to the bench. The opposing team must make the umpire aware of "kicking out of order" before a pitch is rolled to the next kicker. If not, then the incorrect kicker will stay on base.

Position Changes/Substitutions – Players may move freely from one field position to another, enter, leave, or re-enter the fielding team (free substitution), but the kicking order must stay the same.

Pitching – The pitcher must roll the ball from behind the pitcher's line (the 1st/3rd base diagonal) and stay behind the line until the ball is kicked (i.e., they cannot rush in towards the kicker). Bouncies are not allowed (i.e., any ball that bounces higher than 1 foot as it crosses home plate). If the pitcher throws a bounce as determined by the ump, it is a ball.

Fielding/Catching – No player can cross the pitcher's line (i.e., the 1st base – 3rd base diagonal) until the ball is kicked. If someone does, this results in a ball. The catcher must start behind home plate, behind the kicker and may not cross home plate or be in front of the kicker before the ball is kicked.

Strike Zone/Strikes – Extends 1 foot on either side of home plate and is 1 foot high. Any pitch outside the strike zone is a ball. Three strikes is an out. A foul counts as strike 1 or strike 2, and you can foul out.

Fouls – In order to keep the game moving, once a player has 2 strikes they will only be allowed to foul the ball off twice. On the 3rd foul after 2 strikes the player will be called out.

Balls – Four balls is a walk. A ball is awarded if 1) the pitch is a bounce, 2) the pitch is outside the strike zone, 3) the pitcher and/or fielders move towards home plate before the ball is kicked or 4) the catcher crosses home plate before the kicker or is not positioned behind the kicker

Kicking/Bunting – All kicks must be made with the foot (not knee, thigh or arm – those would be considered a foul and the ball is dead) and must take place behind home plate (if in front of home plate, that is also a foul). **Bunting is allowed but a team can only bunt 3 times per inning.** Any bunts after 3 will be considered a foul. A bunt is defined as a non full swing (up to the refs discretion).

Outfield Line – An imaginary line exists approximately 10 yards into the outfield. No outfielder (except the short fielder) may step in front of this line until after the ball is hit. Violations of this rule will result in a single being awarded to the batter, and ALL runners advancing one base, regardless if the awarded single caused a forced advance or not. This means that if you are playing 11 players, three must be behind the line. This is to prevent unfair positioning of players on a field.

Running (No Leading or Stealing, Yes Tagging Up)

- Runners can leave the base once the ball is kicked. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning the kicker will be first up in the next inning
- Runners must stay within the base line and fielders must stay out of the base line.



- Tagging up is permitted. After the ball touches a player in the field, a runner may tag the base they were on and try to run to the next base.

Interference – If a fielder interferes with a runner, the runner will be safe at the base they were running to. Interference is physical contact or blocking the base path that would hinder the runner getting to the base.

Outs – Three outs ends a half-inning. You can make an out in 5 ways: 1) any kicked ball (fair or foul) that is caught in the air), 2) a force out – the ball beats the runner to a base they are forced to run to, 3) a runner hit by the ball (whether thrown or kicked) or who touches the ball when not on base, 4) three strikes or 5) a runner is off his/her base when the ball is kicked

No Head Shots – Part of the fun of kickball is throwing the ball at the runners. However, you cannot hit them in the head or neck. If you do, the runner is safe and advances 1 extra base (beyond the base they were running to). If the runner intentionally blocks the ball with their head, the runner will be out. (Ump's discretion)

Courtesy Runners – Injured players may receive a courtesy runner once they reach first base. The courtesy runner must be the last player of the same gender to make an out in the game. A female must be replaced by a female and a male must be replaced by a male.

Overthrows/Out Of Play – Runners are limited to 1 base maximum (in addition to the base they were running to) if an overthrow goes out of bounds. This is the maximum and is not necessarily an automatic award.

All thrown balls are deemed out of play when the ball is thrown over/beyond the fence or beyond the imaginary line extending from the end of the backstop (if there is no fence). This imaginary line applies to overthrows and caught fly foul balls.

If the ball is overthrown and hits the fence behind the 1st or 3rd base lines, this is NOT considered out of play and the runner may advance, BUT at his/her own risk.

Ground Rules (Doubles/Home Runs) – Several ZogSports fields have trees and other barriers in the field of play (hey it's New York). For example, balls kicked into/over these barriers are considered a ground rule double, home run or an out depending on the field and the ground rules established by the umpire at the game.

Central Park – Over the fence on fly or bounce is a ground rule **double**. All trees in fair territory are **in-play** (you can still catch the ball).

Riverbank – Onto track is ref's discretion as to base awarded kicker. A fielder may not catch a foul ball on the track.

Asphalt Green – Trees are **foul**.

Passannante – If a kick hits the wall to right field on a fly it is still in play but can not be caught for an out. Any ball hit into the basketball courts is a double (ref's discretion). Any fair ball hit over the fence or the short wall is an **out**.

Riverside Park – Any ball hit over the left field fence in section 1 is a **foul**. Section 2 is a **double**.



McLaughlin Park - Any ball hit over the fence is an **out**.

PS 142 – Any ball hit onto the roof of the school is an **out**.

Peters Field – Any ball hit into the basketball courts is a **double** (ref's discretion).

PS 111 – Any ball that is kicked directly into fenced off area in center field is an **out**.

Double First Base – Two bases will be placed at first base to avoid collisions. A kicked ball hitting the inside base is declared fair, and a kicked ball hitting the outside base is declared foul. Both the inside and outside bases are treated equally for both the offense and the defense when running out a base hit or attempting to tag the bag for a force out. Once the runner has reached first base and attempts to go beyond first base, the inside base is the only playable portion of the base.

Home Plate Rule – If there is a play at the plate, it is the runner's responsibility to avoid contact. The umpire has discretion to decide whether the runner initiated contact and should be called out. Any excessive contact or collision will result in an "out" and/or ejection. This includes contact with the catcher. **Sliding is allowed but not required.**

Fake tags and barreling will result in immediate ejection from the game and will not be tolerated. Sliding is not required, however a runner must be attempting to reach base and the defensive player must be attempting to catch the ball. If there is no play, the defensive player cannot block a base. Warnings will be issued, followed by ejection from the game if necessary. Collisions and injuries are to be avoided if at all possible.

TIE BREAKERS FOR PLAYOFFS/SEEDINGS (Half of each division qualifies)

1. Winning percentage
2. Head-to-head competition
3. Record against other teams in or tied for playoffs (winning percentage – i.e., 0-1 is same as 0-2, but 1-3 is better than 0-1)
4. Number of wins
5. Record against next best common opponent
6. If team forfeited, loses tie breaker if other tiebreaker rules don't resolve seeding

SPORTSMANSHIP

ZogSports is a charity-focused, social sports club for young professionals. Our goal is for you to have fun. We hope that you keep this in mind when participating. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by the umpire or ZogSports staff may result in suspension and/or ejection from a game or the league.

SUSPENSIONS/EJECTIONS

- ❖ Metal spikes are not allowed. Any player wearing metal spikes will be ejected from the game. If that player is caught wearing spikes a second time, they will be removed from the league. No warnings.
- ❖ Any player(s)/team(s) that are involved in a fight will be suspended from all ZogSports Leagues for life. Any teams will forfeit all remaining games. The umpire has the right to sit a player for an inning if necessary.



- ❖ Any excessive contact or collision will result in an out and ejection of player. You must give yourself up, get out of the way or slide. No exceptions, IMMEDIATE ejection if players do not follow this rule.
- ❖ Any player abusing the umpire will automatically be ejected from the game without a warning.
- ❖ A player ejected for ANY reason will be suspended for the next game. If that player is caught playing in that game, the team will forfeit.

BEER/CLEAN-UP

Unfortunately beer is not allowed on/at the field. Please wait until after the games to join us at our Happy Hour bars for the drinking to begin. Please do your part to keep the parks clean and use the trash cans provided. This is really important. **If anyone drinks alcoholic beverages at any of the fields, we risk losing our permits. Anyone who is caught drinking at the field risks being suspended for the remainder of the season without refund. We also risk losing our permits if we do not clean-up any trash left behind.**

ZogSports is a Charity-Focused, Co-ed Social Sports League

While we appreciate the level of competitiveness in our league, we do not tolerate any unsportsmanlike behavior. This includes anyone who:

- Antagonizes players on other teams or their own teammates
 - Exhibits excessive uncontrollable play
 - Inappropriately "mouths off" to the referee(s)
 - Verbally or physically threatens a member of our staff
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- **Any player ejected from a game will be suspended for a minimum of one game**
 - ZogSports reserves the right to remove any player from a game(s), season and/or future season
 - ZogSports reserves the right to remove a full team from the schedule and/or future seasons if we feel they are unable to participate in a manner in keeping with ZogSports' mission to provide a fun, charity-focused, co-ed league

Uniforms/Footwear

- ❖ No metal spikes may be worn
- ❖ At Central Park – Cleats are allowed, however metal cleats are NOT allowed.
- ❖ At Riverbank State Park (138th & Riverside Drive) and Asphalt Green (90th and York) - sneakers or turf shoes are required. **NO CLEATS ALLOWED ON THE ASTROTURF FIELD**

FORFEIT PENALTIES AND NOTIFICATION

Penalties

First Offense: Loss of game and warning issued

Second Offense: Loss of game and removal from the playoffs

Third Offense: Removal from the rest of the schedule

Notification

If you know in advance that your team is going to forfeit a game, you MUST contact us by 12 pm on the day of the game at info@zogsports.org. It is not considered notification unless you receive a reply.

If your decision is not made until after 12 pm, you should still try to reach ZogSports, and we will make efforts to contact the other team. If we can reach them in time to keep them from showing



ZogSports

"Play For Your Cause"

Kickball League Rules

up, no extra penalty. If you do not do this, your team will be eliminated from the rest of the schedule.

There is no additional penalty if you show up short-handed (and need to add other ZogSports players to field a full team) and have to forfeit the game, since you did make an effort to get a team to play.

Once ZogSports is notified you are forfeiting, it is official (you cannot change your mind), and the other team will be notified.