



PRIDE SPORTS USA KICKBALL

OFFICIAL RULEBOOK

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INTRODUCTION

Pride Sports USA is an adult sports organization consisting of all genders, sexualities and races ranging from 21 to 80 years old. For the enjoyment of the game, proper respect and sportsmanship is required of all participants. Fighting is not tolerated and there is zero-tolerance for discrimination against race, religion, gender and gender expression, or sexual orientation. There is zero-tolerance for unsportsmanlike behavior. All participants, officials, and spectators must respect our zero-tolerance policies and obey all rules and regulations in the official Pride Sports USA - Kickball Rulebook

Kickball is a game consisting of two teams, bases, and a 10-inch diameter rubber ball.

Played like baseball or softball, the object is to score more runs than the opposing team.

Games are played with 10 fielders (4 outfield and 6 infield) in 7 innings over 50 mins, with 2 base coaches, 3-outs, and bunting. The following rules are for all kickball games played under leagues and tournaments created by Pride Sports USA.

First Rule of Pride Sports USA - Kickball is to HAVE FUN!

The Playing Field

1. The Playing Field

1.1. The field shall be established on a safe terrain grass/dirt suitable for play in accordance with the following provisions which equal the dimensions of a softball field.

- a) The kickball diamond is a square with equal sides of 60 feet.
- b) The distance from home plate to 2nd base and from 1st base to 3rd base is 84'10"
- c) The distance between any base shall be measured from the front outside corner of the base.
- d) The pitching strip is in the center of the diamond, 42 feet 5 inches and directly aligned along the 1st-to-3rd base diagonal.
- e) The pitching circle is 14-foot diameter, marked circle centered on the center point of the pitching strip; the radius extends 7 feet from the center of the pitching strip.
- f) The kicking circle is a 14-foot diameter, marked circle centered on a point 5-feet below the tip of home plate. The circle is only marked from foul-line to foul-line
- g) The sidelines are lines 20 feet on the outside of and parallel to the foul lines.
- h) The foul lines are fair territory.

1.2. With notification to the Head Referee of any improper field set up, the field layout shall be fixed before the beginning of the next play.

1.3. Optional Extra Base (Safety Base)

- a) When available, an additional base may be set adjacent to First Base to provide more room for the runner.
- b) If an Extra Base is used:

- i. The Extra Base is only available for runners traveling from home plate.
 - ii. Fielders trying to make an out on first base must touch the base in fair territory
 - iii. Runners traveling from home plate may not slide into first base. A runner sliding at first (from home plate) is out.
- iv. Runners hindered by a fielder touching the base in foul territory (the Safety Base), will be safe.
- v. Once a runner has reached first base safely the runner must start the next play on the base in fair territory
- vi. The runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Safety Base.
- vii. The runner may use First Base if attempting to advance to Second Base, or if there is no fielder on First Base.
- viii. No additional base may be used at any other base.

Uniforms/Equipment

2. Uniforms/Equipment

All players must have on their Pride Sports USA uniform from that current season to participate in their games. The given uniforms from Pride Sports USA must be the teams official uniform for all the season games. Failure to do so will result in a forfeit. If a player does not have on their uniform the player cannot play and no refunds for the games missed will be given. Only substitute players may play without a uniform, but must wear a solid black shirt with no logos shown. (See Rule 19: Subs)

Accepted Alterations

The only alterations that can be made to the uniform is cutting the sleeves, neck line (if no sponsors are printed on the sleeve), and belly of the shirt making it a crop top. The Pride Sports USA logo, and sponsors/ anything printed on the back must not be touched. Players may NOT print on or alter anything else on the uniform. If a player prints on their jersey, they will have to pay to replace it.

2.1. Footwear: Metal cleats are not allowed. Some sort of athletic footwear is required to play.

Cleats with plastic or rubber soles are recommended.

2.2. Players may wear protective equipment as long as it does not offer the wearer an unfair performance advantage. Any equipment turned down by the Head Referee as a performance enhancement must be removed or the player will be removed from the game.

2.3. Our official kickball has the Pride Sports USA logo, measuring 10 inches in diameter

when properly inflated to a pressure of 1 pounds per square inch.

2.4. All player attire is an extension of the player.

2.5. Gloves are not allowed unless it is winter and the gloves purpose is to keep a player warm.

2.6. Team Color Selection - Colors will be determined by the League in a manner at their discretion.

Referees

3. Referees

3.1. Games will be officiated by at least one authorized official referee. For championship games, two or three officials may referee.

3.2. The Head Referee governs all game play, issues all final rulings, and has final authority on equipment issues. When possible, other referees may assist these officials.

3.3. Prior to each game, the Head Referee must conduct a meeting with the captains of each team to:

- a) Flip a coin for who is home and away.
- b) Address any ground rules in effect.
- c) Ensure the exchange of team lineups.
- d) Identify the designated captains who will be authorized to discuss calls with the referees during the game.

3.4. Referees have jurisdiction over play and may:

- a) Call a time out.
- b) Penalize a player:
 - i. Warning (Yellow Card), including game ejection (Red Card), for any reason. This includes but is not limited to unsportsmanlike conduct, fighting, delay of game, not following the park and city rules, not following Pride Sports USA's Code of Conduct, and excessive verbal abuse. Ejected participants must leave the field area/park and may not return to the game.

3.5. Referees must keep a record of the final game score and report scores to the league manager.

Player Eligibility

4. Player Eligibility

4.1. Players must be 21-80 years old on or before the league start date/tournament start date and be a paid league member on a current roster with a signed waiver (done during the registration process).

4.2. A sub is a player that is not a registered league member for the current season. A sub is

only eligible to play for the week they registered for at PrideSportsSub.com. (See more about what a sub is at section 19).³

4.3. Every player must play defense (field) by the end of the 3rd inning; no player may only kick. Every player must kick at least once during the game unless the full kicking line-up is uncompleted; no player may only play defense.⁴

4.4. No rostered player or substitute player may enter a game after the end of the 3rd inning.⁵

Teams

5. Teams

5.1. Each game shall have two (2) participating teams:

- a) The Away team, which kicks first each inning.
- b) The Home team, which kicks last each inning.
- c) Home and Away designation for regular season games and pool play games will be decided by a coin flip.
- d) Seeded games (Playoffs/Seeded Tournament play): the higher team will be home.

5.2. While fielding, each team must field at least eight (8) players and no more than ten (10) players on the field in uniform. In the case of teams without 10 players, each team must play one (1) pitcher and one (1) catcher on the field every inning. The remaining defensive players (excluding the pitcher) may play the field positions at the coach's discretion.⁶

5.3. For a given game, each team shall have one Captain who is responsible for the team. The Captain may discuss calls with the Head Referee, but must accept the Head Referee's final ruling. Players other than the Captain who dispute calls with the referees are subject to ejection from the game and are not allowed to communicate with the official over rulings/calls about the game.

5.4. Late Arriving Players: Players arriving after the game has started must be added to the bottom of the line-up and the Captain must inform the referee of the late arrival.

5.5. Each team must have their full roster in the kicking order.

5.6. Team Size: The recommended minimum team size is 16 players in order to keep the team together.

- a) It is the team captain's responsibility to get 16 or more players on their team.
- b) Registered teams with less than 16 players on their roster when registration closes are subject to adjustment at the League's discretion. The League may:
 - ii. Place free agents on the team, if free agents are available; or
 - iii. Convert the team to free agent status and place members on other teams. Pride Sports USA will try its best to keep friends together, but we are not always able to do so.⁷

Base Coaches

6. Base Coaches

- 6.1. Two members of the team at bat may coach first and third base, switching as needed,** with other team members to remain in the proper written kicking order.
- 6.2. Base coaches may not physically assist runners while the ball is in play.**
- 6.3. If the base coach makes contact with a runner in a way that helps them stay on the base** or pushes them in the direction of the next one, that player will be out.
- 6.4. Once time is called, the base coach can then touch the runner (high five, etc.).**

Regulation Games

7. Regulation Games

7.1. Regulation games last seven (7) innings or 50 minutes, whichever comes first. (No new innings after 50 mins.)

- a) In the event of a tied score at the end of a regular season game, the game shall be marked as a tie.
- b) If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game immediately and the game is over.
- c) If the Home team takes the lead during the bottom of the final inning, that team wins immediately and the game is over.
- d) If the score is tied going into the last inning or if time has expired, the Home team has one last chance to take the lead and win the game. If the Home team does not take the lead, the game will end in a tie and the Away team does not get to bat again.
- e) If a team does not have at least 8 players in uniform no later than 10 mins after the original game start time, the team with the fewest players will forfeit with a losing score of 7-0.
- f) Different Divisional Play - If a lower Division Team is playing a higher Division Team, the lower Division team will be awarded one (1) additional run each inning the lower Division team scores. Example - If the lower division team scores 3 runs on the first inning, they will end that half of the inning 4 - x. If, in the second inning, the lower division team does not score any runs, they will not be rewarded an additional run.

7.2. A game that is called off by the Referee after three (3) full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. Regulation games called off that end in a tie shall be marked as a tie.

7.3. A game that is called off by the Referee for any reason before three (3) full innings of play shall not be considered a regulation game and a new game may or may not be rescheduled.

7.4. Once 8 runs are scored in an inning, that half of the inning is over. The most runs a team may score in one inning is 8 runs, with the exception of the last inning. In the last inning, if the losing team is down by more than 8 runs, they are allowed to score more than 8 runs.

7.5. Games canceled due to weather may or may not be made up. The League will attempt to reschedule and play all games in the original calendar season. However, if canceled games are unable to be rescheduled, no refund or partial refunds will be given.

Fielding / Pitching / Catching

8. Fielding / Pitching / Catching

8.1. In-Fielders:

- a) In-fielders may only charge from the kicking circle after the ball is released from the pitcher's hand.
- b) In-fielders must start behind the 1st-to-3rd base diagonal and may only pass the diagonal once the pitcher releases the ball.
- c) In-fielders inappropriately charging from the kicking circle or starting in front of the 1st-to-3rd base diagonal:
 - i. On the first time, will receive a warning by the referee.
 - ii. On the second time and beyond, the referee will call an illegal pitch resulting in a ball. However, if the kicker kicks the ball, the ball is live and the play will continue as is.

8.2. Pitchers:

- a) Balls must be pitched by hand.
- b) Pitchers may wind-up the pitch with two hands; however, balls must be released with one hand only.
- c) There is a maximum of seven (7) balls that can be pitched during a single at-bat.
- d) The pitcher must start the act of pitching with at least one foot on or within the Pitching Circle.
- e) The pitcher must release the ball at or behind the pitching strip.
- f) The pitcher may not release the ball in front of the pitching strip.
- g) Pitchers inappropriately releasing the ball: the referee will call an illegal pitch resulting in a ball. However, if the kicker kicks the ball, the ball is live and the play will continue as is.

8.3. Intentional Walks - If a player is intentionally walked (by the referee's discretion), the kicker is awarded to advance to second base.

8.4. Catchers:

- a) The catcher must be positioned on the kicking circle below the back tip of home plate; not outside or inside, but with at least one foot on the kicking circle standing below the back tip of home plate.
- b) The catcher may not make contact with the kicker.
- c) The catcher may not move until the ball is kicked.
- d) When covering home, the catcher or other defensive player must stand out of the runner's path. For scoring and all plays made at home plate, Home Plate is designated as the full area of the strike zone. A runner or defensive player touching any part of the strike zone is considered to have touched Home Plate.¹³

8.5. Sideline area - If you are not playing defense on the field/batting/first or third base coaching, then you should be in the marked area / dug-out.

Kicking

9. Kicking

9.1. All kicks must be made by foot or leg up to the knee.

- a) Any ball touched by the foot or leg is a kick.
- b) If the ball is kicked with the bottom of the foot, the kick will result in a dead ball foul.

9.2. All kicks must occur at or behind home plate.

- a) The kicker may step on home plate to kick.
- b) No part of the planted foot may be in front of or cross the front edge of the home plate.
 - i. If the kicker steps over the plate to kick and the ball is caught, the kicker is out.
 - ii. If the kicker steps over the plate to kick and the ball is not caught, the call is a dead ball foul.
- c) The kicker must start within the kicking circle.

9.3. Double Kick - a double kick will result in a dead ball foul.

9.4. Dead-ball foul:

- a) Runners may not advance.
- b) The ball is dead.
- c) The kick will count as a foul/strike against the kicker.

9.5. Wrong Kicking Order

- a) Kicking out of order results in an out. An appeal by the defensive team must be made to the referee.
- b) If the pitch is thrown with the wrong kicker at the plate, and the out-of-order call is made while the kicker is at the plate, the kicker is out even if the kicker didn't attempt to kick the ball.
- c) If the kicking out-of-order call is made after the kicker has kicked, play will resume as is and an additional out will be added to the count.

Running and Scoring

10. Running And Scoring

10.1. Runners must stay within the baseline. Any runner outside the baseline is out.

- a) Runners may choose their path from one base to the next and must follow a natural running arc.
- b) Runners are free to change course to avoid interference with a fielder.
- c) When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- d) If a player runs out of the baseline path, the runner will be called out by the referee. In this case, the ball does not have to touch the runner; the runner will be out and play continues.
- e) If a runner slides at home plate, the runner will be called out by the referee. In this case, the ball does not have to touch the runner; the runner will be out and play continues.¹⁴

10.2. Courtesy Runners

- a) A courtesy runner will be the last out.
- b) One courtesy runner is allowed per inning.
- c) If it is the beginning of the game and there are no outs yet, the last kicker in the lineup will be the courtesy runner.
- d) The courtesy runner may only be substituted after the runner has made it safely to first base.

10.3. Obstruction

- a) Fielders must stay out of the baseline. Fielders trying to make an out on-base may have their foot on that base, but must lean out of the baseline.
- b) Runners hindered by any fielder within the baseline who are not making an active play for the ball shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.

10.4. No Leading-Off or Stealing Bases

- a) Neither leading off base nor stealing a base is allowed.
- b) A runner may only advance once the ball is kicked (on contact) from their teammate at-bat.
- c) If a runner is seen off base by the referee when the ball is kicked, that runner will be called out.

10.5. Tagging-Up

- a) Tagging up is a rule that prevents a base runner from advancing bases while the ball is flying through the air and is something base runners must do when there are fewer than two outs and the kicker has kicked a fly ball.
- b) Once the fly-ball is touched by a fielder or makes contact with the ground, the runner is

clear to try advancing to the next base. The runner does not have to wait until the fielder is in full control of the ball to advance (run on contact).

- c) If a fielder catches the ball in fair or foul territory, a runner off their base must tag the base they were occupying when the ball was kicked.
- d) If the runner advances without tagging up and the ball is caught, the runner must return to their previous base before the fielder at that base gets the ball. If the runner beats the ball back to the base, the runner is safe. If the ball beats the runner back to the base or the runner is tagged with the ball, the runner is out.
- e) If the runner does not return to the base, the defensive team must still throw the ball to the base where the runner started and then signal to the referee that the runner did not tag up. The referee will not call the runner out automatically. All calls will be made at the referee's discretion.

10.6. All ties will go to the runner.

10.7. Runners traveling from home plate may overrun first base and may only be tagged out if actively attempting to advance to second base. Runners must return to first base in foul territory after touching first. Runners returning to first base in fair territory can be tagged out.¹⁶

10.8. If any fielder attempts to make an out before returning the ball to the pitcher, runners may continue base running.

10.9. Base Running on Overthrows

- a) An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base.
- b) An overthrown ball is out of play when thrown into the dugout, over the fence, or past the out of bounds line (20 feet past the foul lines).
- c) On out-of-play balls:
 - i. A runner may advance only one (1) base beyond the base the runner is on or running toward when the ball travels out of play.
 - ii. This rule will come into effect at the time the ball enters out-of-play territory.
 - iii. One (1) base on an overthrown out-of-play ball is a restriction on the runner. It is not an automatic right for the runner to advance.

10.10. When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play.

10.11. Over the Fence Home Runs - Only one over the fence home run is allowed per team per inning. If a second over the fence home run is kicked in the same inning, the at-bat team must switch to the field, and that half of the inning is over.

10.12. Base runners may not pass each other nor make contact with another base runner. If contact is made, the lead runner is out.

10.13. Force Outs / Non-Force Outs

- a) A force play occurs when a baserunner is no longer permitted to legally occupy a base and must attempt to advance to the next base.
- b) The defense can retire the runner by tagging the next base before they arrive.
- c) If the defensive team first forces out a trailing runner, the force play is removed and the defense must tag the remaining runners to retire them.
- d) First base tends to have the most force plays, as kickers are eligible to be forced out at first anytime they put the ball into fair territory and it is not caught in the air.

10.14. Scoring

- a) A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third (3rd) out is made either during a force out play situation or when the kicker is put out before touching first base.
- b) For scoring and all plays made at home plate, Home Plate is designated as the full area of the strike zone. A runner or defensive player touching any part of the strike zone is considered to have touched Home Plate.
- c) At the end of a game, the team with the most runs wins.

Strikes / Balls / Max Pitches / Strike Zone

11. STRIKES / BALLS / MAX PITCHES / STRIKE ZONE/ HOME PLATE

What is a strike?

11.1. A strike is:

- a) A pitched ball bouncing at least twice before the strike zone that makes contact with the prism of the strike zone, and which is not kicked and is not called a ball (see

Strike Zone

- b) An attempted kick missed by the kicker inside or outside of the strike zone.

11.2. A kicked ball that lands in foul territory counts as a strike. After 2 strikes, the kicker gets one Courtesy Foul.

11.3. Courtesy Foul - If a kicker has 2 strikes against them and then kicks a foul ball, that is considered their courtesy foul. The next kick, if foul, will count as their 3rd strike.

11.4. The kicker is allowed three (3) strikes, which results in an out.

11.5. A pitched ball that hits the plate after bouncing at least two times is a strike, regardless of how bouncy the ball was before hitting the plate.

What is a ball?

11.6. A ball is:

- a) A pitch outside of the strike zone as judged by the Referee where a kick is not attempted.
- b) A pitched ball that does not touch the ground at least twice before reaching the

Strike Zone

- c) A pitched ball that is higher than 12 inches at the plate or crossing the strike zone.

11.7. A count of four (4) balls advances the kicker to first base (a walk).

11.8. At the referee's discretion, if the pitcher intentionally walks a kicker, the kicker goes directly to second base.

Max pitches

11.9. Seven (7) pitches are the maximum number of balls that can be pitched at a single at-bat. Examples:

- a) If the count is 2 strikes and 3 balls and 1 courtesy foul, the next pitch (pitch 7) will determine the outcome of the at-bat (kick or out).
- b) If the count is at 2 strikes and the next ball pitched is kicked foul, the count is 2 strikes, 0 balls and 1 courtesy foul. If the next ball pitched is kicked foul, the kicker is out and marked as strike 3.
- c) If the kicker kicks 4 fouls in a row, the kicker is out because the first two foul kicks are marked as strikes. The third foul is marked as a courtesy foul (aka one-to-give or foul-to-give) and then the 4th kick being foul results as the third strike and therefore the kicker is out.

Strike Zone



Strike Zone - 41 Inches Wide by 21 Inches Deep

Home Plate

- No sliding into home plate. (Player will be called out if they slide)
- When it comes to scoring and a player having to "Touch Home Plate" to score, they can touch the Strike Zone rubber or anywhere inside the Strike Zone to be considered Safe. This allows extra room for the Catcher to make their play and more room for the runner to score safely.

Fouls and Fairs

12. FOULS AND FAIRS

12.1. A count of four consecutive (4) fouls is an out. Foul balls can count as strikes.

12.2. The location of the ball in reference to the base line or foul line determines whether

the ball is foul or fair. Note: From Rule 1.1.h The Playing Field, "The foul lines are fair territory".

What is a foul ball?

12.3. A foul ball is:

- a) A kicked ball first touching the ground in foul territory and settling in foul territory.
- b) A kicked ball first touching the ground in foul territory and fielded from foul territory by a defensive player - regardless of where the player may be standing.
- c) A kicked ball first touching a defensive player or Referee who is in foul territory, while the ball is over or in foul territory - regardless of where the ball is subsequently fielded or where it settles.
- d) A kicked ball first landing in fair territory then rolling/spinning/bouncing into foul territory on its own at any time before crossing the 1st-to-3rd base diagonal.
- e) A kicked ball kicked with the bottom of the foot. This is an illegal kick which will result in a dead ball foul.
- f) A kicked ball kicked more than once (double kick) or a ball kicked to a stop in the kicking circle by the kicker. These are an illegal kick which results in a dead ball foul.
- g) A ball kicked outside of the kicking circle. Exception: if the defensive team catches this ball, the kicker is out.
- h) A kicked ball first touching a permanent object, such as a batting cage, post, or fence.

12.4. If a player tries to catch a fly ball that is going to be foul and misses it, the ball is a foul ball.

12.5. If a ball is caught in the air in foul territory the play is NOT over and runners may still advance at their own risk, but must tag up (more info on tagging up at Rule 10.5).

What is a fair ball?

12.6. A fair ball is:

- a) A kicked ball first touching the ground in fair territory and settling in fair territory.
- b) A kicked ball first touching the ground in fair territory and touched by a player in fair territory before touching or settling in foul territory.
- c) A kicked ball first touching the ground in fair territory and fielded by a defensive player from fair territory - regardless of where the player may be standing.
- d) A kicked ball first touching the ground in foul territory then rolling/spinning/bouncing into fair territory on its own before crossing the 1st-to-3rd base diagonal.
- e) A kicked ball first touching the ground in fair territory then traveling into foul territory beyond the 1st or 3rd base.
- f) A kicked ball first touching a defensive player or Referee who is in fair territory.

- g) A kicked ball first touching a runner before touching the ground in foul territory.

12.7. Any live base runner outside the kicking circle is an extension of fair territory even when running outside the base line in foul territory.

Outs

13. Outs

13.1. A count of three (3) outs by a team completes the team's half of the inning.

13.2. A fly ball caught in the air by a defensive player is an out, whether in fair or foul territory.²¹

13.3. If the kicked ball touches a base-running player at all, including from a bounce or a direct kick by their own player, the runner is out unless that player is in contact with a base.

13.4. If a player is using metal cleats, that player will be marked as out.

Ball in Play / When Play is Stopped

14. Ball In Play / When Play Is Stopped

14.1. Once the pitcher is in control of the ball and maintains possession of the ball on the mound or in the pitching circle, "time" is called by the referee and the play ends.

- a) Runners may not advance once time is called.
- b) Runners who are off base at this time and are halfway or more may advance to that base at their own risk.
- c) Runners who are off base at this time and less than halfway must return to the base from which they were running.

14.2. The umpire has the discretion to call time for any reason, even if the pitcher is not in the pitching circle, and to return a runner to their previous base if they advance illegally.

Interference / Deflated Ball

15. Interference / Deflated Ball

15.1. Defensive interference is an act by a fielder that hinders or prevents a runner from making it to base.

15.2. A runner hindered by defensive interference is safe. Example: If the first baseman is blocking the runner from running through the base or gets in the runner's way, preventing the base runner from running through first base, the runner is safe.

15.3. Offensive interference is an act by a runner on or off base where the runner

intentionally touches a ball or hinders a fielder.

15.4. Offensive interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came unless forced to advance.

15.5. Deflated Ball:

- a) During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.
- b) The play is called as a dead ball.
- c) The kicker's count will go back to what it was before the kick that deflated the ball.
- d) If the player that kicked the ball is wearing metal cleats, the kicker is out and the runners will return to where they were at the time the kicker was at bat.

Injuries and Head Shots

16. INJURIES AND HEAD SHOTS

16.1. In cases of injury, ejection, or illness:

- a) A time-out may be requested for participant removal and replacement with a defensive substitute.
- b) The kicking order will not change as all players will be in the batting order; the player that is hurt is skipped over.
- c) There will not be an automatic out given in this case. If the player is well enough to come back into the game, they will stay in the spot in the line-up as they were originally.

16.2. Captains must communicate with the referee if a player is injured so the opposing team does not protest for batting out of order.

16.3. Injured players who do not kick shall not play in the game.

16.4. Injured players who do not field shall not kick in the game.

16.5. Any player removed from the game for injury or illness must be noted on both team's written kicking orders and mentioned to the Head Referee.

16.6. Players arriving after the game has started must be added to the bottom of the lineup and the captain must inform the referee and other team on the late arrival.

16.7. Head Shots - If a player gets hit directly in the head from a thrown ball, the play stops and the ball becomes dead.

- a) The player that got hit is safe and will go to the base they were headed to at the time the ball hit them.
- b) If there are other players on base, they get the base they were going to.
- c) Exception: If the ball hits the ground or hits off their shoulder before hitting them in the head, the player will be out. The player must get hit directly in the head without the ball touching anything else in order for the player to be safe.

Tied Ball Games / Run-Rule / Per Inning Mercy Rule

17. Tied Ball Games / Run-Rule / Per Inning Mercy Rule

17.1. Regular season/pool play games can end in a tie.

17.2. Playoff games cannot end in a tie.

17.3. Tied Games for playoffs: A one-pitch rule shall be applied and the last kicker must go to second base to start the inning. Tie breaker rules:

- a) The last kicker of the previous inning shall be placed on second base.
- b) Each kicker gets one pitch:
 - Foul ball: Caught or dropped = OUT
 - Strike: Kick or called = OUT
 - Ball: Kicker is awarded a walk
 - Kicked ball: Outcome of play

17.4. Pride Sports USA Kickball Run Rule:

- 20 runs ahead after 4 innings or 3 1/2 if the home team is ahead.
- 15 runs ahead after 5 innings or 4 1/2 if the home team is ahead.
- 10 runs ahead after 6 innings or 5 1/2 if the home team is ahead.

17.5. Per inning Mercy Rule: Once 8 runs are scored in an inning that half of the inning is over. The most runs a team may score in one inning is 8 runs, with the exception of the last inning. In the last inning, if the losing team is down by more than 8 runs, they are allowed to score more than 8 runs.

Playoffs

18. Playoffs

18.1. Normal Pride Sports USA - Kickball Rules apply.

18.2. The higher seeded team will be the Home team.

18.3. No new innings after 50 minutes.

18.4. Teams must begin and finish with a minimum of 8 players in uniform to avoid a forfeit.

18.5. Teams must have all players in the batting order.

Player Substitutions (Subs)

19. PLAYER SUBSTITUTIONS (SUBS)

19.1. In Pride Sports USA, a sub is a player that is not a registered league member for the current season.

If your team has 12 or more team members there on a given week, no subs are allowed.

- If you 11 players, you can have 1 sub.

- If you 10 players, you can have 2 subs.
- If you 9 players, you can have 3 subs.
- If you 8 players, you can have 4 subs.

19.2. Each team is allowed to add subs up to the minimum number of players required to play every position, plus two relief players.

- a) Pride Sports Kickball - depending on the number of registered players present at game time, this is as few as 1 up to a max of 4 substitute players during any regular season game.
- b) Examples:
 - 11 registered players show, a team may add 1 sub.
 - 8 registered players show, a team may add 4 subs.

19.3. Subs must register, sign a waiver, and pay the registration fee online at PrideSportsSubs.com.

19.4. Teams are not allowed to use players from another team for any regular season games, unless otherwise noted in the League rules.

- a) If a team takes the forfeit because they don't have enough players, they can then ask players from other teams to join a scrimmage that may be played in place of the regular season game. The game will count as a forfeit but we still want the players that showed up to play and have fun.

19.5. Special note for playoff/championship games: For all Pride Sports leagues, teams are not permitted to field substitute players. Teams may only field their registered player roster for all playoff or championship games.

Drinking

20. DRINKING

20.1. In most of the cities Pride Sports USA plays, it is against city policy to consume alcoholic beverages at the field complex or park.

20.2. If consuming alcohol is allowed by the city or complex, the League does not allow drinking on the field while playing.

20.3. Where permitted, players may drink responsibly and discreetly in the dugouts or outside the fields, at their own risk.

20.4. Glass bottles are never allowed.

20.5. Pride Sports USA always hosts socials after the games at our sponsor bar and we recommend players save the drinking until then.

20.6. If a player appears to be intoxicated by the referee, the referee will not allow the player to play.

20.7. Referees do have the authority to eject any player from the game and the field complex if the player is intoxicated.

Ejections for Unsportsmanlike Conduct

21. EJECTIONS FOR UNSPORTSMANLIKE CONDUCT

21.1. Ejections - A player or coach may be removed from the game by the referee, usually for an unsportsmanlike act or conduct.

- a) A flagrant act will require the player or coach to leave the field for the remainder of the game.
- b) Player Ejection Penalty: The player shall be removed from the current game. A team may NOT continue to play shorthanded. If no substitutes are available, the game is a forfeit.

21.2. For tournaments - Tournament officials reserve the right to suspend and/or disqualify any ejected player for future games of the tournament if the act or conduct is deemed to be threatening in nature to another player, referee, spectator, tournament staff, park patron, animals, or morally offensive.

21.3. Let's have fun and be good sports! Just be kind to the players, your own team, officials and directors. Easy as that.

Theme Week

22. Theme Week

22.1. For Theme Week - all players must still be in their Pride Sports USA uniforms with the PSUSA logo, their jersey number and sponsor logos clearly visible.

22.2. No heels or boots are allowed on the field of play.

22.3. Have fun with Theme Week but keep in mind that, in most of the cities where Pride Sports USA plays, our fields and venues are at public parks where children can be present.

23. Additional Items

23.1. The spirit of these rules is to ensure a fun environment and participant enjoyment.

All games are to be played in a sportsmanlike manner.

23.2. These are the Official rules that will be referenced if a conflict arises.

23.3. These rules are maintained at PrideSportsUSA.com and are subject to change without notice.

24. National Tournaments

Join the fun at one of our National Tournaments! PrideSportsUSA.com/Tournaments

PRIDE SPORTS USA, LLC

CODE OF CONDUCT

1. **Purpose and Values.** For purposes of this Code of Conduct (the “Code”), “Pride Sports” means Pride Sports USA, LLC, and “League” means Pride Sports, together with the recreational sports leagues, divisions, programs, games, events, tournaments, practices, social events, and other activities organized, operated, sponsored, or sanctioned by Pride Sports, whether conducted on a seasonal or one-time basis.

Pride Sports is committed to fostering an athletic and social environment that is inclusive, respectful, safe, and welcoming. The League exists to bring people together through recreation and community, and to affirm the dignity and value of every participant and attendee.

All participants, volunteers, officials, spectators, and guests are expected to conduct themselves in a manner that supports these values. Conduct that undermines the inclusive purpose of the League, even if not intended to cause harm, may be inconsistent with this Code.

Participation in League activities is a privilege, not a right, and is conditioned on compliance with this Code. Participation in any League activity is at all times revocable and may be suspended, restricted, or terminated by Pride Sports at any time, with or without cause, notice, explanation, or formal process.

Pride Sports reserves the right to refuse registration, admission, or participation to any individual or team, or to remove any person from League activities, at any time and for any lawful reason, in its sole discretion.

2. **Scope of Application.** This Code applies to all League activities and to anyone participating in or attending such activities, including players, volunteers, officials, spectators, and guests. The Code may also apply to off-field or off-event conduct where such conduct has a direct or material connection to the League, including conduct that affects the safety, inclusion, or well-being of participants, interferes with League operations or activities, or undermines the League’s inclusive purpose or community environment. The determination of whether any off-field conduct falls within the scope of this Code shall be made by Pride Sports in its sole discretion.

3. **General Behavioral Expectations.** All individuals covered by this Code must, at all times:

- Treat others with respect, dignity, and courtesy.
- Act in a sportsmanlike and safe manner.
- Follow reasonable directions given by League staff or officials.
- Respect facilities, equipment, and shared spaces.
- Refrain from conduct that disrupts League activities or the experience of others.
- Comply with applicable laws, facility rules and venue policies.

Participants and attendees must comply with the directions and decisions of League staff, officials, and authorized representatives. Failure to follow such directions may result in immediate removal or other disciplinary action.

4. **Prohibited Conduct.** The following conduct is prohibited and may result in disciplinary action. This list is illustrative and not exhaustive.

- a. **Harassment and Discrimination.** Unwelcome conduct directed at an individual or group based on actual or perceived characteristics, including but not limited to race, ethnicity, national origin, religion, sexual orientation, gender identity, gender expression, disability, appearance, or any other protected or personal characteristic, that reasonably undermines another person’s ability to participate in or enjoy League activities.
- b. **Bullying and Intimidation.** Conduct that is hostile, abusive, threatening, or degrading toward another person, whether verbal, physical, or otherwise, and that reasonably interferes with a safe and inclusive League environment.
- c. **Violence and Threats.** Physical violence, attempted violence, or threats of violence toward any person.
- d. **Unsafe or Disruptive Behavior.** Any conduct that creates a safety risk, causes disruption, or interferes with League operations or the experience of others.
- e. **Alcohol and Drugs.** Being intoxicated, engaging in illegal drug use, or otherwise behaving in a manner related to alcohol or drugs that is unsafe, disruptive, or inconsistent with the League’s inclusive and community-focused environment.
- f. **Social Media and Public Conduct.** Harassing, threatening, or disruptive conduct directed at participants, staff, officials, or the League through social media or other public communications that negatively affects the League environment or operations.

5. **Participant Pledge.** As a participant in the League, each individual agrees to the following:

- a. Treat all participants, officials, staff, and spectators with respect at all times.
- b. Cooperate with other participants and officials.
- c. Refrain from profanity, obscene gestures, or abusive language.
- d. Not engage in physical violence or intentionally cause harm to any participant, official, staff member, or spectator.
- e. Follow all reasonable instructions from officials and League staff.
- f. Ask officials, in a calm and respectful manner, to explain any rules I do not understand.
- g. Respect park fields, sports equipment, and facility amenities.
- h. Participate in a sportsmanlike and safe manner at all times.
- i. Read, understand, and comply with all League rules and policies.
- j. Demonstrate good sportsmanship both on and off the field.
- k. Conduct myself in a manner consistent with the League’s values and community standards.

Violation of this Participant Pledge may result in disciplinary action in accordance with this Code, up to and including suspension or expulsion from League activities.

6. **Enforcement and Disciplinary Authority.** Compliance with this Code is a mandatory condition of participation in any League or Activity. Pride Sports reserves the sole, absolute, and final discretion to interpret this Code, determine whether any conduct violates it, and impose any disciplinary, corrective, or preventive action it deems appropriate under the circumstances.

Pride Sports may take action at any time, with or without investigation, and based on any information it considers relevant, whether obtained firsthand or from third parties. Pride Sports' determinations may be based solely on its judgment and are not required to meet any evidentiary or procedural standard. Pride Sports may take disciplinary or participation action based on any information it considers relevant, including reports, observations, complaints, or other sources, and is not required to rely on formal complaints, witness statements, or physical evidence.

Disciplinary action may include, without limitation:

- Verbal or written warnings.
- Removal from a game, event, or facility.
- Temporary suspension from League activities.
- Expulsion from the League or Activity.
- Temporary or permanent restriction from future participation.
- Denial of registration or team placement.
- Any other action Pride Sports deems appropriate.

Certain conduct, including but not limited to violence, threats, harassment, discrimination, unsafe behavior, or conduct inconsistent with the League's values or community standards, may result in immediate removal, suspension, or expulsion at Pride Sports' sole discretion.

Pride Sports may also take disciplinary or exclusionary action for any conduct, whether or not expressly described in this Code, that Pride Sports determines is inconsistent with the League's values, operations, or community environment.

Pride Sports is not required to provide prior notice, warnings, investigations, hearings, explanations, or opportunities to appeal before taking disciplinary action. Disciplinary decisions may be communicated orally or by any other method, and Pride Sports is not required to provide written notice, documentation, or justification. All decisions made by Pride Sports under this Code are final and binding.

Participants acknowledge and agree that they have no right or entitlement to participate in any League or Activity, and that participation may be revoked at any time at Pride Sports' sole discretion.

To the fullest extent permitted by law, participants waive any claim, cause of action, or demand against Pride Sports arising out of or related to any disciplinary, eligibility, or participation decision.

Any disciplinary action, including suspension, removal, or expulsion, shall not entitle the participant or team to any refund, credit, or other compensation.

Pride Sports reserves the right to impose disciplinary action on an entire team, group, or organization where the conduct of one or more members creates disruption, safety concerns, or repeated violations of this Code. Pride Sports reserves the right to suspend or terminate any game, event, or activity, or remove any individual, when it determines that safety, order, or the League environment requires such action.

Pride Sports is not required to enforce this Code uniformly or to take action in every instance of misconduct, and the failure to discipline any individual or team shall not limit Pride Sports' authority to discipline others.

- 7. Complaints and Reports.** Pride Sports encourages participants, volunteers, officials, and attendees to report conduct that they believe may violate this Code or otherwise undermine the safety, inclusion, or operation of the League. Complaints or reports may be submitted to Pride Sports through any method designated by the League, including in person, by email, or by any other communication channel provided by Pride Sports.

Pride Sports reserves the sole discretion to determine whether and how to review, investigate, or act upon any complaint or report. Submission of a complaint does not guarantee any particular action or result. All disciplinary and participation decisions remain subject to Pride Sports' sole and final discretion in accordance with this Code.

- 8. Anti-Retaliation.** Pride Sports prohibits retaliation against any individual who, in good faith, reports a concern, submits a complaint, participates in a review, or provides information related to a potential violation of this Code. Retaliation includes any adverse action, threat, intimidation, harassment, exclusion, or other conduct that would discourage a reasonable person from reporting a concern or participating in the complaint process.

Any individual who engages in retaliation may be subject to disciplinary action, up to and including suspension, expulsion, or permanent restriction from League activities, at Pride Sports' sole discretion.

- 9. Relationship to Other Policies.** This Code is separate from, and in addition to, any release, waiver, or assumption-of-risk agreement required for participation in League activities. Pride Sports reserves the right to adopt, modify, or enforce additional rules, policies, or procedures at any time as it deems necessary for safety, operations, or the community environment.

- 10. Severability.** If any portion of this Code is found to be invalid or unenforceable, the remaining provisions shall remain in full force and effect.

- 11. Acknowledgement.** By participating in or attending League activities, individuals acknowledge that they have read, understood, and agree to comply with this Code.

I understand that Pride Sports may revise this Code of Conduct at any time, and it is my responsibility to stay informed of any updates. I also acknowledge that failure to comply with Code may result in suspension or termination of my participation in the League without refund.