Stars Indoor Kickball League Rules

League Commissioner: Milan Patel (milanpatel91@gmail.com)

1. League overview

Coed, 18+ recreational kickball played indoors at Stars Indoor Sports. The league runs as one open division in its first season. Any player may register on one team only.

- Season: 8 game weeks on Wednesdays, 6 to 10 pm, from Nov 4 through Dec 30. Weeks 1 through 6 are the regular season (6 games, one per team per night): Nov 4, 11, 18, 25, Dec 2 and Dec 9. Weeks 7 and 8 are playoffs: quarterfinals Dec 16, semifinals and final Dec 30. No games Dec 23. Every team makes the playoffs. Games start at 6, 7, 8 and 9 pm on one field; start times rotate so no team plays the same slot every week.
- Teams: minimum 4 to run the league, maximum 8. Registration is individual at $75 per player through starsindoorsports.com. Groups may register together under a team name; Stars places free agents on teams. If fewer than 4 teams (about 36-48 players) are registered by the registration deadline, the league does not run and all registrations are refunded in full.
- Stars Indoor Sports handles registration, payment, rosters, schedule communication with teams and players, and field setup (bases and cones). The League Commissioner (Milan) writes and enforces the rules, provides referees for all games, supplies the game ball, and is the point of contact for captains on rules, disputes and discipline.
- Any situation not covered in these rules defaults to umpire judgment.
- Players must be 18 or older and must sign the facility waiver before playing.

2. Rosters, lineups and the 9-player field

Teams field 9 players (pitcher, catcher, 4 infielders, 3 outfielders) and kick 9 to 12 max. Every lineup and every field must have at least 4 women actively fielding and kicking.

Rosters

- Roster limit is 16 players. Rosters are built and held by Stars at registration. Rosters freeze after week 2; only rostered players at the freeze are playoff-eligible.
- A player may be on one team only. A player is a member of the first team they play a regular-season game for. No transfers between teams.
- Players must carry photo ID. Captains list first and last names on the scorecard as they appear on the roster. A player not on the roster who plays is an illegal player: the game is a forfeit and both the player and captain may be subject to suspension.

Kicking order

- Kick a minimum of 9 slots and a maximum of 12. A team with only 8 players kicks 8 and takes an automatic out in the 9th slot. A team may never play with fewer than 8 players.
- Legal lineups: at least 4 women. A team with only 3 women may play with at least 8 players, but takes an automatic out for the missing 4th woman. That automatic out is recorded at the end of the lineup, after the last kicker, every time through the order. Fewer than 3 women is a forfeit.

- Alternate men and women. If a team has more men than women, at most 2 men may kick back to back, and never 3 in a row anywhere in the order, including the wrap from the last kicker to the first. If 3 men kick in a row, an automatic out will be recorded before the 3rd male kicks.
- If the 8th kicker on an 8-player team walks with 2 outs, the automatic out is skipped and the top of the order kicks. The opposing team may not intentionally walk the kicker before the vacant slot to reach the automatic out. The walk stands and the automatic out is skipped.

Fielding

- 9 fielders, always including a catcher. A team with exactly 9 players fields everyone.
- At least 4 women on the field at all times. A team with only 3 women fields 5 men and 3 women.
- Infield players (outside of pitcher and catcher) may not cross the invisible line from 1st to 3rd base across the diamond until the ball is kicked.
- Extra kickers (slots 10 through 12) rotate into the field freely.

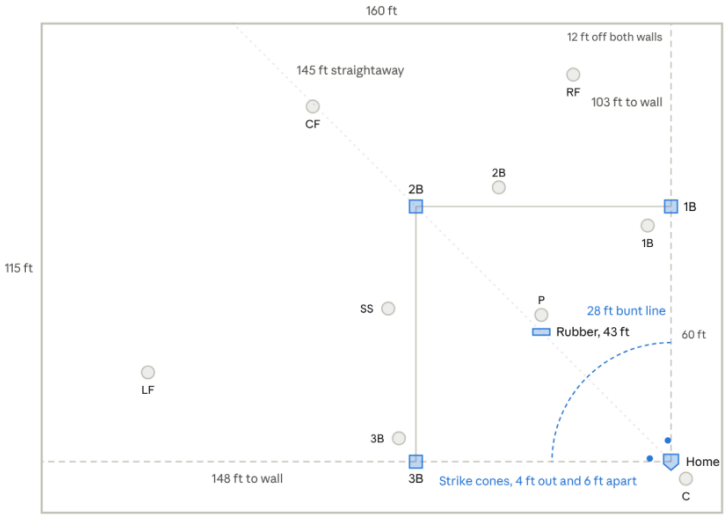
3. Field, equipment and indoor ground rules

Anything beyond the foul lines is out of play. A kicked ball that hits the ceiling or anything hanging from the ceiling: dead ball, counts as a foul (strike), runners return. It cannot be caught for an out.

Field

- Bases: 60 feet apart.
- Pitching rubber: 43 feet from home plate.
- Strike zone cones: two cones 72 inches apart, placed 2 feet in front of home plate on a taped line. If a cone moves during play, reset it before the next pitch.
- Bunt line: a painted arc 28 feet from home plate.
- Bench areas and any spectator area are out of play. One game is played at a time; the field holds a single diamond.

One diamond fits the 115 x 160 turf with home plate 12 ft off the corner



Dashed lines: foul lines and straightaway distance to the wall. Circles: the 9 fielders in starting positions.

Equipment

- 10-inch rubber kickball, supplied by the league and returned after each game.
- Turf shoes or sneakers only. No metal cleats, no bare feet.
- Stars supplies bases and cones. The League Commissioner supplies the game ball and scorecards.

Ceiling, Walls and Nets

- Kicked ball that hits the ceiling, lights, beams or anything hanging from the ceiling: dead ball, counts as a foul (strike), runners return. It cannot be caught for an out.
- There are no automatic home runs; everything off the wall is live.
- Kicked ball that hits a wall or net in foul territory: foul.
- Thrown ball that hits a wall or net: live, play on. A thrown ball that leaves the playing area, enters a bench area or gets stuck in a net: dead ball, runners advance per the overthrow rule in section 8.
- A ball that gets wedged under a net or divider: dead ball, runners advance one base from where they were at the time of the kick or throw.

4. Game length

Games are 7 innings or 50 minutes, whichever comes first. Indoor time slots have no buffer, so the clock is strict.

- The clock starts at the scheduled game time, not the first pitch. No new inning starts after 45 minutes. An inning in progress at 50 minutes is completed only if the home team is kicking and trailing or tied; otherwise the game ends and the score reverts to the last completed inning.
- A regular-season game tied when time expires is a tie. Playoff games cannot end in a tie.
- Extra innings (playoffs, or regular season if time allows): each team starts its half inning with a runner on 2nd base. The runner is the player listed in the kicking order immediately before the first kicker of that inning.
- Home team is the team listed second on the schedule in the regular season, and the higher seed in the playoffs.
- Grace period: a team must have at least 8 eligible players on the field 10 minutes after the scheduled start or the game is a forfeit. The 9th player may join as soon as they arrive.

5. Pitching: straight rolls for women, anything on the ground for men

Women get a straight, moderate roll with no spin and 4 strikes. Men may be pitched with speed and spin and get 3 strikes. Every pitch to every kicker must stay on the ground, and anything that is not rolling between the cones is a ball.

All pitches

- The defense pitches. The pitcher must have one foot on the rubber at release and must stay on or near the mound until the ball is kicked.
- The ball must be released underhand, below the waist, and must be rolling on the turf before it crosses the bunt line (28 feet). From the bunt line through the cones the ball must stay in contact with the ground. Any hop or bounce in that stretch is a ball, whether or not the pitch passes through the cones.

- A pitch is a strike if it rolls between the cones without touching either one and the kicker does not kick it. A pitch that hits a cone, misses the cones or bounces at the cones is a ball.
- The kicker may kick any pitch, including one outside the cones. If they do not kick it, the pitch is judged on the cones alone.
- The kicker must let the ball pass through the cones before kicking it. Kicking in front of the cones is a strike; if the kick is caught on the fly, the kicker is out.

Pitching to women

- No spin. The pitcher may not put sidespin or backspin on the ball. A pitch that visibly curves or skids sideways between the bunt line and the cones is a ball, whether or not it passes through the cones.
- Speed: a steady, moderate roll. The umpire calls a pitch that is too fast to be kicked cleanly a ball.
- Before the pitch crosses the cones, a female kicker may call "too fast", "too slow" or "bounce". The pitch is a no-pitch and the pitcher gets one chance to adjust. On a second call for the same kicker, the umpire rules the pitch a ball or strike.

Pitching to men

- Spin and speed are allowed. The ball may curve, but it must still be rolling on the ground and pass between the cones to be a strike. A fast or spinning pitch that hops, hits a cone or misses the cones is a ball.
- A male kicker may call "bounce" only, before the pitch crosses the cones; the same no-pitch procedure applies. There are no "too fast" or "too slow" calls for men.

Counts

- Every kicker starts 0 balls, 0 strikes. 4 balls is a walk. Men are out on 3 strikes; women are out on 4 strikes. A foul ball is a strike, including the final one (a man fouls out on his 3rd foul, a woman on her 4th).
- A kicked ball that hits a cone after the kick is live unless it rolls foul, in which case it is a strike.

6. Kicking

Kick it away, past the bunt line, and run. No bunting, no head-first slides into first.

- All kicks are made with the foot or lower leg. Any contact with the lower leg while attempting a kick counts as a kick.
- Bunt line: a kick must clear the 28-foot arc before a fielder gains control of the ball. If a fielder cleanly controls the ball inside the line, the kicker gets a strike. If a fielder touches but does not control it inside the line, the kicker gets a ball. No runners advance on a bunt-line play, except on a 4th ball, when runners advance as on any walk. A fly ball caught inside the bunt line is still an out.
- A caught fly ball, fair or foul, is an out. Runners may tag up after the first touch.
- The kicker may not slide or dive into first base running through; all other bases may be slid into.

- Walked male kicker: he takes 2nd base and the ball is dead. He may go straight to 2nd without touching 1st. The female kicker who follows must kick with fewer than 2 outs; with 2 outs she may choose to kick or take 1st base.
- The kicker may run on a foul ball only if it is caught (tag-up rules apply). Any other foul ball is dead.

7. Defense

Four infielders, three outfielders, catcher behind the plate. Throw at runners only below the shoulders.

- Catcher: stays behind home plate, to one side of the kicker, and never between the cones and the kicker until the kicker makes contact. If the catcher crosses the plate early, the kicker may rekick.
- Positioning before the kick: no fielder crosses the 1st-to-3rd diagonal; only 4 fielders (not counting pitcher and catcher) start in the infield. Fielders stay out of the baseline unless making a play on the ball.
- Throwing at runners: a runner hit by a thrown ball while off a base is out, provided the ball hits at the shoulder or below. A ball to the head means the runner is safe, unless the runner was sliding or ducking, in which case any contact is an out. The umpire may call excessive force: the runner is safe, the thrower gets a warning, and further penalties are at the umpire's discretion.
- A fielder may tag a runner with the ball in hand or throw to a base for a force out, as in baseball.
- End of play: the play ends when the pitcher has control of the ball and the umpire calls time.
- Intentional drop: a fielder who intentionally drops a catchable ball to set up a double play forfeits the play; all runners and the kicker are safe at their next base.
- Obstruction: a fielder without the ball who blocks a runner's path is obstructing; the runner is awarded the base.

8. Baserunning

No leading off, no stealing, and the runner owns the responsibility to avoid collisions.

- A runner who is off the base when the ball is kicked is out.
- Runners may advance on a caught fly ball after it is first touched (tag up).
- Overthrow: a thrown ball that leaves the playing area, enters a bench area or gets stuck in a net is dead. On a first throw by an infielder, each runner advances one base from where they were at the time of the pitch. On a throw by an outfielder, or any later throw, each runner advances one base from the last base touched at the time of the throw. Thrown balls that hit a wall or net and stay on the field are live.
- Collisions: the runner must avoid the fielder; intent does not matter. The rule does not apply when the runner is sliding. Penalty for a collision: the runner is out and ejected, the ball is dead, and other runners return to the last base touched. A runner who goes around a fielder illegally blocking the base is safe even if they never touch the base.
- Appeals: any infielder may verbally appeal a missed base or a runner leaving early on a caught fly. The appeal must be made before the next pitch.
- Ceiling ball: when a kicked ball hits the ceiling the ball is dead and all runners return to their bases. No advance.

9. Defaults & Forfeits

Tell the League Commissioner by 4:30 pm on game day if you cannot field a team. A default is a loss; a no-show is a forfeit.

- Default: the captain notifies the League Commissioner by 4:30 pm on game day. The game is recorded as a loss but does not count as a forfeit, so playoff eligibility is preserved. The opposing captain is notified.
- Forfeit: no notice and no team (8 eligible players) on the field 10 minutes after the scheduled start. Two forfeits make a team ineligible for the playoffs. Three forfeits remove the team from the league with no refund.
- Illegal player (not on the roster, under 18, on two rosters): the game is a forfeit and the player and captain may be subject to suspension.

10. Postseason

Single-elimination playoffs seeded by regular-season record; the higher seed is the home team. All league rules apply.

- Every team makes the playoffs. Format by league size: 6 teams, seeds 1 and 2 receive byes, Dec 16 becomes a regular season game, Dec 30 would be 3 v 6, 4 v 5, semifinals, and the final. 8 teams, Dec 16 is quarterfinals (1 v 8, 2 v 7, 3 v 6, 4 v 5), Dec 30 is semifinals and the final. 7 teams, seed 1 receives a bye on Dec 16 (2 v 7, 3 v 6, 4 v 5), Dec 30 is semifinals and the final.
- Eligibility: only players on the roster at the week-2 freeze. A team that used an illegal player in the regular season may lose its playoff spot; an illegal player in the playoffs removes the team from the bracket and suspends the player and captain.
- Photo ID required for all playoff games.
- Tiebreakers, in order: forfeits (a forfeit drops a team below all others in the tie); head-to-head winning percentage among tied teams; head-to-head run differential among tied teams, capped at 10 runs per game; fewest runs allowed over the season; coin flip.
- Playoff games tied at the time limit continue with the runner-on-2nd extra-innings rule until decided. The League Commissioner schedules playoff slots with enough length to allow this.

11. Conduct and facility rules

Stars Indoor Sports facility rules apply at all times, and the captain is responsible for their players and spectators.

- Alcohol: only what Stars sells on site, if any, and only where Stars allows it. No outside alcohol and no illegal substances anywhere on the property. Violators are ejected and must leave; refusal is a forfeit and may mean suspension.
- Zero tolerance for abusive or unsportsmanlike behavior toward umpires, staff, players or spectators. Minimum penalty is a one-week suspension from the league and one season of probation. Penalties are not progressive and are set by the League Commissioner based on severity.

- Physical contact with an umpire, staff member, player or spectator: removal from the league for the remainder of the season at minimum, and Stars may bar the person from the facility.
- Threats or intimidation: minimum one-month suspension. Verbal abuse: minimum one-week suspension. Damaging equipment or the facility: minimum one-month suspension plus the cost of repair.
- Anyone ejected must leave the facility immediately. Refusing to leave forfeits the game. An umpire's authority continues until they have left the site.
- Playing under a false name or hiding an illegal player: minimum one-week suspension for the player and captain.
- Appeals of a suspension must be sent to the League Commissioner in writing within 3 business days. The League Commissioner's decision on appeal is final.
- All participants play at their own risk and must have signed the Stars Indoor Sports waiver through registration.