

1. Smile and have fun. 10 players max in field (9 on the field and 1 catcher); Start on time! Shake hands after each game. You need minimum 7 to play.	
2. Subs will only be allowed if you have 7 or less players for a game. You may only borrow players from another team. The sub must be a registered player within the league.	
3. Only players, stats person, coaches, allowed on the player bench area. These non players must be at least 16. All spectators must be at the spectator area.	
4. The refs decisions are firm. Treat the refs the way you would want your 9 year old future ref to be treated. Only one captain (designated prior to the game start) can calmly discuss a call. One time out allowed per team per game.	
5. Pegging-you can throw a runner out, but no headshots	
6. No bunting-If ref says you bunted, you are out. Give it all you got!	
7. No leading-you cannot leave the base until contact is made by the kicker with the ball.	
8. Tag-up -Baserunner must hold their base until an opposing player catches a ball kicked in the air or the ball drops. If the fielder catches the ball, the runner must return to touch the base and can stay or attempt to advance. This is for fly balls. Ground balls...feet don't fail me now.	
9. As a fielder, you cannot kick the ball.	
10. Three fouls is an out.	
11.After a kick, the fielder can let the ball bounce as many times as she wants to see if the ball will go foul. Use caution.. runner can advance if fair.	
12. A runner in the field who gets hit by a kicked ball is out.	
13. Max nine innings or 60 mins of play; whichever comes first. Regular season games can end in a tie. For playoffs:Tie at the end of regulation results in one more full inning. International Tie Breaker (ITB) rules are in effect if still tied after one extra inning. ITB: Runner who made last out in extra inning starts at 2nd base. Full innings played ITB until there is a winner.	
14. If a player gets injured during their turn, you may use a sub to complete that inning.	
15. If a player cannot kick, field and run, they cannot play.	
16. The fielder may not completely block the base to prevent the runner from touching the base. If you interfere, the ref can call the runner safe.	
17. One base on an overthrow; you can have first and third base coaches	
18. Rotating players during play- you may rotate a player at the end of a complete inning. They need to kick and field. They can be rotated back in. Keep kicking order the same	
19. You can overrun first base only but can be tagged out if actively trying to get to 2nd base.	
20. Does a run count if it was scored right before the 3rd out? No run may score on an inning ending play in which the 3rd out is a forced out. A forced out is when you have no choice but to run to the next base and are tagged out.	
21. Runner can only run 4 feet off baseline in order to avoid being tagged out	
22. Pitching the ball means rolling the ball, not skipping or hopping the ball	
23. Should have 50/50 men/women in field	
24. Kicking order should be alternating woman, man, woman, man, etc	
Win =2 points	
Tie= 1 point	
Loss= 0 points	
1. Tiebreaker-most wins	
2. Tiebreaker-head to head	
3. Tiebreaker-runs for	
4. Tiebreaker-runs against	
Max amount runs allowed for tie breaker #3 is five	