



Fore Kicks Indoor Baseball/Softball Game Rules

Game Length:

- Games will be 6 innings or 1.5 hours time max, whichever comes first.

Defensive Rules:

- A team can play from 9 to 6 players on the field as they feel fit. We recommend that they play a minimum of 8/7 players. Meaning, if you play 8 you can go with out a right or left fielder and shift an outfielder left or right depending on the hitter. If you play only 7 then you play with one outfielder with 2nd and short deeper in the whole as you feel fit.
- Everything should be considered playable and the umpires will determine foul noted based on the rules outlined under the offensive rules.
- Throwing a person out from right field can only be done by performing a relay. Ball to right field must go to the 2nd baseman and then from 2nd to 1st. This applies even if you don't play a right fielder and you play a deeper 2nd baseman. If that 2nd baseman is playing in the outfield area then he is not playing 2nd base and he has to relay the ball into another player in order to throw to 1st. *** Note this rule does not apply to 90/60 (6 v 6) play.
- Free player substitution. The exception to free substitution is when a pitcher is removed from the mound. If the player is removed from the mound at anytime or he doesn't pitch the next consecutive inning he can not return to the mound. That player can play any other position at anytime.

Offensive Rules:

- Continuous batting order. If a player is hurt or can not continue to bat then that player is removed from the game line-up. If a player does not want to bat but does not want to be removed from the line-up then the team will take an out for that batter.
- You can only achieve automatic doubles and singles. No triples or homeruns.
 - Automatic double - Balls that hit half way up the screen in the outfield on the fly are deemed as an automatic double.
 - Automatic single – Balls that hit below half way up the screen in the outfield on the fly are deemed as an automatic double. Balls that might get caught up in the batting net or stuck in the rafters will be considered an automatic single.
- Any ball hit on the ground runners must earn their base by beating the throw.
- Note a runner can only be thrown out from right field if the ball is relayed to the 2nd baseman before being thrown to 1st base.
- A special foul area has been declared for indoors. Balls that hit the ceiling but fall in front of the mound will be considered foul. A batter will get 3 foul balls in this area before the player is called out.
- This area is playable and if the ball is caught after hitting the ceiling area the batter is out. However any runner on base will not be penalized so if they get caught off the base they may return to the base with out being called out for a double play. Note any other ceiling area being that is played and caught can be turned into a double play.
- Balls that hit the net in foul territory can not be caught and played. The ball will be considered dead.
- All other regular rules apply based on league age. Meaning, 60/40 diamond no leading. Stealing is based on when it crosses the plate. Girls softball steal once the pitcher releases. Balls are live going back to the mound and while play is going on.
 - Play is considered dead once the umpire calls time or the ball is back on the mound and the pitcher is on the rubber.
 - 70/50 and 90/60 diamond use regular baseball rules for leading and stealing.

*** Note: Balls being used for games are level-10 indoor baseballs.

General Rules:

- Zero Tolerance Policy will be enforced at all times regarding coach, player and spectator behavior
- **NO SPITTING in facility on any surface at any time-** Infraction can result in player ejection from game at referee's discretion.