**KICKBALL RULES:**

**KICKBALL AT A GLANCE**

Kickball - Kickball is a simple game consisting of two teams, bases, and a big red ball. Played like baseball, the object is to score more runs than the opposing team. In short, games are played with 10 fielders, 6 innings, 2 base coaches, bouncies, no head shots, one base on an overthrow, forced outs, and no ghost runners.

**FIELD:**

The center of the pitching area is in the center of the diamond, 42 feet 5 1/8 inches and directly aligned with the first base/third base diagonal. The pitching mound extends 12 feet from the center of the pitching rubber.

There will be a line from the 3rd base line to 1st base line that will be half way to home plate from the bases. Fields cannot cross the line till the ball is kicked.

Outfields must remain on grass till ball is kicked. Maximum number of 4 outfields and 4 infielders. With 1 catcher and 1 pitcher. (10 total maximum players on field)

The strike zone extends to 1 foot on either side of home plate, and 1 foot high.  There will be a box around the plate (1 foot on all sides) which marks the strike zone.  If any part of the ball falls within the zone or hits the line, then it is a strike.

The kicking box is a rectangle 8’ x 14’ with the front of the box aligned with the front of home plate. The kicker is not required to start in the kicking box; however the kick must occur within the kicking box.

A double wide base will be used at first base. The runner will use the orange outside half of the base on a play at first. The fielder will use the inside half of the base. Runners may over run first base.

**TEAMS:**

There is not a maximum number of players on a team. All members of the team are able to kick. Only a maximum of 10 can be on the field for defense.  One of the players must be a catcher.  Players may only play for one team during the tournament. Unless a team is short, then can pick up players to get to 10 to fill the team. There must be 1-2 infields that are female and 1-2 outfields that are female. Not counting Catch. Must have 3 females playing defence.

All players must kick. The kicking order cannot change but you can change the fielders.

All players must be at least 11 years of age.  All players under 18 must have a parent or guardian signature to play.

Teams may only field one pitcher and one catcher at any time during the game.

**REGULATION GAMES:**

A coin flip will determine the home team and visitor team for start of game.

Games will last for 6innings (5 1/2 if the home team leads or when the game.)

If 7 teams or less in the tournament we will go extra innings to determine the winner of a game. If more we will do a coin flip at the end of 6th inning if ending in a tie to determine the winner.

If a team leads by 10 runs or more after 5 innings the game will be declared over.

**PITCHING/CATCHING:**

Balls must be pitched underhand. No bouncing of the ball to the kicker higher that one foot (as measured from the bottom of the ball). If the ball is bouncing higher that 1 foot off the ground when it reaches the plate then it is a ball; however, the kicker does have the option of kicking it if he/she wishes.

The pitcher must stay in the pitching circle during the act of pitching. If the pitcher crosses the diagonal line that goes from left and right boundary lines, an illegal pitch will be called.  The kicker does have the option of kicking it if he/she so chooses, and takes the result of that play.

The catcher must be positioned at least 3 feet from the kicker and behind the plate until the ball is kicked. The catcher cannot interfere with the kicker.

**KICKER:**

All kicks must be made by foot.

All kicks must be taken within the kicking box. The kicker may step on home plate to kick. The kicker must have at least a portion of the planted foot within the kicking box during the kick.

Kickers may not stop the ball with their foot and then kick it.

There is not bunting. A bunt will be considered a strike. (a full kick must be attempted). This will be determined by the umpire.

**RUNNING:**

Runners must stay within the base line. Runners are free to change course or stop to avoid interference with a fielder or to avoid a tag.

Fielders must stay out of the base line unless they are attempting to tag the runner or catch the kicked ball.

Fielders trying to make an out on base may have their foot on the base (except for first), but must lean out of the baseline.

If a fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases as they would have potentially earned had they been able to run unobstructed.  This is a judgment call by the official.

It is the responsibility of the runner to avoid a collision.  Please save yourself and your opponents from injury by paying attention.

Ties go to the runner....There's no need to take out the baseman.

        \*    Pursuant to the ASA Rule, when a defensive player has the ball and the runner remains upright and crashes into the defensive player, it is considered a "crash".  If the act is determined to be flagrant, the offender shall be ejected.

Neither leading off base, nor stealing a base is allowed. Runners must stay on base until the ball is kicked.

A runner leading off the base before the ball is kicked is out, the ball is then dead and the pitch does not count.

Hitting a runner with the ball above the shoulder level is not allowed and the runner is safe and advances one (1) base except for the following situations:

        \*    If the runner intentionally uses the head to block the ball, and is so called by the official, in which case the runner is out.

        \*    If the runner is ducking, diving or sliding (i.e. attempting to dodge the ball) and is hit in the head because of this is an out.  It is the umpire's judgment.

        \*    If the runner intentionally hits or kicks the ball out of bounds after being tagged out, the ball is dead and all runners must return to their original bases.

When a runner is hit with the ball above the shoulder level, other runners on base may advance on a force.

All ties will go to the runner.

An overthrow is a ball thrown, kicked, or deflected over the fence or in a dugout while making a defensive play toward a player or base. On an overthrow, all runners advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory.

Balls remaining on the field of play or in foul territory are considered live balls and runners may advance at their own risk, but only can advance one base.

When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball.  The runner who is tagged is out and the other runner is safe and may stay on the base.

The runner must tag up on any fly ball caught in the air.

**STRIKES**/**BALLS:**

A count of three (3) strikes is an out.

**A strike**: is a pitch that is not kicked and is not called a ball that enters any part of the strike zone. Is an attempted kick missed by the kicker inside or outside of the strike zone.

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

**A ball**: is a pitch outside of the strike zone as judged by the referee where a kick is not attempted. Is a pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box.

**FOULS:**

A foul counts as a strike even on the third strike.

A foul is:

        \*    Kick landing out of bounds.

        \*    A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base (any ball touching a fielder in fair territory is automatically in play).

\*    There is no bunting. A bunt will be considered a foul. (a full kick must be attempted). This is the discretion of the official behind the plate.

**OUTS:**

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

\*    An out is:

Count of three (3) strikes.

A runner touched by the ball at ANY time while not on base.

A runner who is on the same base with another runner and is tagged with the ball.

Any kicked ball (fair or foul) that is caught.

A ball tag on a base to which a runner is forced to run.

A runner leading off base before a ball is kicked.

A runner who misses a base.

A runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play.

\*    Hitting the base with the ball does NOT count as an out.  The fielder must hit the runner with the ball or maintain control of the ball on the base on a forced run.

\*    There is NO Infield Fly Rule.

\* If an infielder intentionally drops a fly ball to try for a double play the players will be called safe. This is the discretion of the official.

**BALL IN PLAY**

Once the pitcher has the ball in control and retains possession within the pitching circle, the play ends. Runners who are off base and at least half way to the next base and in forward motion my advance to that base. Runners who are off base at this time and not in forward motion or at least half way to the next base must return to the base they were running from.

When a runner on or off base intentionally touches a ball it is interference. The runner is then out and the play has ended, all runners must return to the bases they came from.

If a runner is hit by a kicked ball while not on a base, the runner is out. The kicker advances at own risk.

During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.