

KICKBALL RULES

KICKBALL AT A GLANCE

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, kickball consists of: 10 fielders, six (6) innings and two (2) base coaches, “bouncies” are allowed but the ball must bounce at least twice before home-plate, head shots are not allowed, one base advancement 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 third base line to first base line that will be half way to home plate from the bases. Fielders cannot cross the line until the ball is kicked.

Outfielders must remain on grass until ball is kicked. Maximum number of four (4) outfielders and four (4) infielders, with one catcher and one pitcher for a total maximum of ten (10) players on the field.

The strike zone extends to one foot on either side of home plate and one foot high. There will be a box around the plate (one 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 and the fielder will use the inside half of the base. Runners may overrun first base.

TEAMS

There is not a maximum number of players on a team. All members of the team are able to kick. A maximum of ten (10) players can be on the field for defense at a time, which includes the pitcher and catcher. Players may only play for one team during the tournament. Unless a team is short, then they can pick up players to get to ten (10) to fill the team. There must be 1-2 infielders that are female and 1-2 outfielders that are female, not counting the catcher. Teams must have three (3) females playing defense at a time.

All players must kick. The kicking order cannot change throughout the game but you can change the fielders. 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 the start of game.

Games will last for six (6) innings (5 ^{1/2} if the home team leads).

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 than one foot (as measured from the bottom of the ball). If the ball is bouncing higher than one 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 they wish.

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

The catcher must be positioned at least three (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 occur at or behind home plate and within the kicking box. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the edge of home plate. 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 no 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 baseline 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 umpire.

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

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 umpire, 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 due to this, it is an out.
- 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. Runners traveling from home plate may overrun first base and may only be tagged out if actively attempting to advance to second base.

An overthrow is a ball thrown, kicked, or deflected into foul territory 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 can only 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. It is also 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: is a pitch outside of the strike zone as judged by the umpire where a kick is not attempted. It is also 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:

- A kicked ball landing out of bounds
- A kicked ball 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 called at the discretion of the umpire behind the plate.

OUTS

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

An out is:

- A 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 will be called at the discretion of the umpire.

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 at this time and at least halfway to the next base and in forward motion may advance to that base. Runners who are off base at this time and not in forward motion and not at least halfway to the next base must return to the base they were running from.

When any runner on or off base intentionally touches a ball, it is called interference. This interference causes the play to end, the runner to be out, and any other runners must return to the base from which they came. If a runner is hit by a kicked ball while not on a base, the runner is out. The kicker advances at their own risk.

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